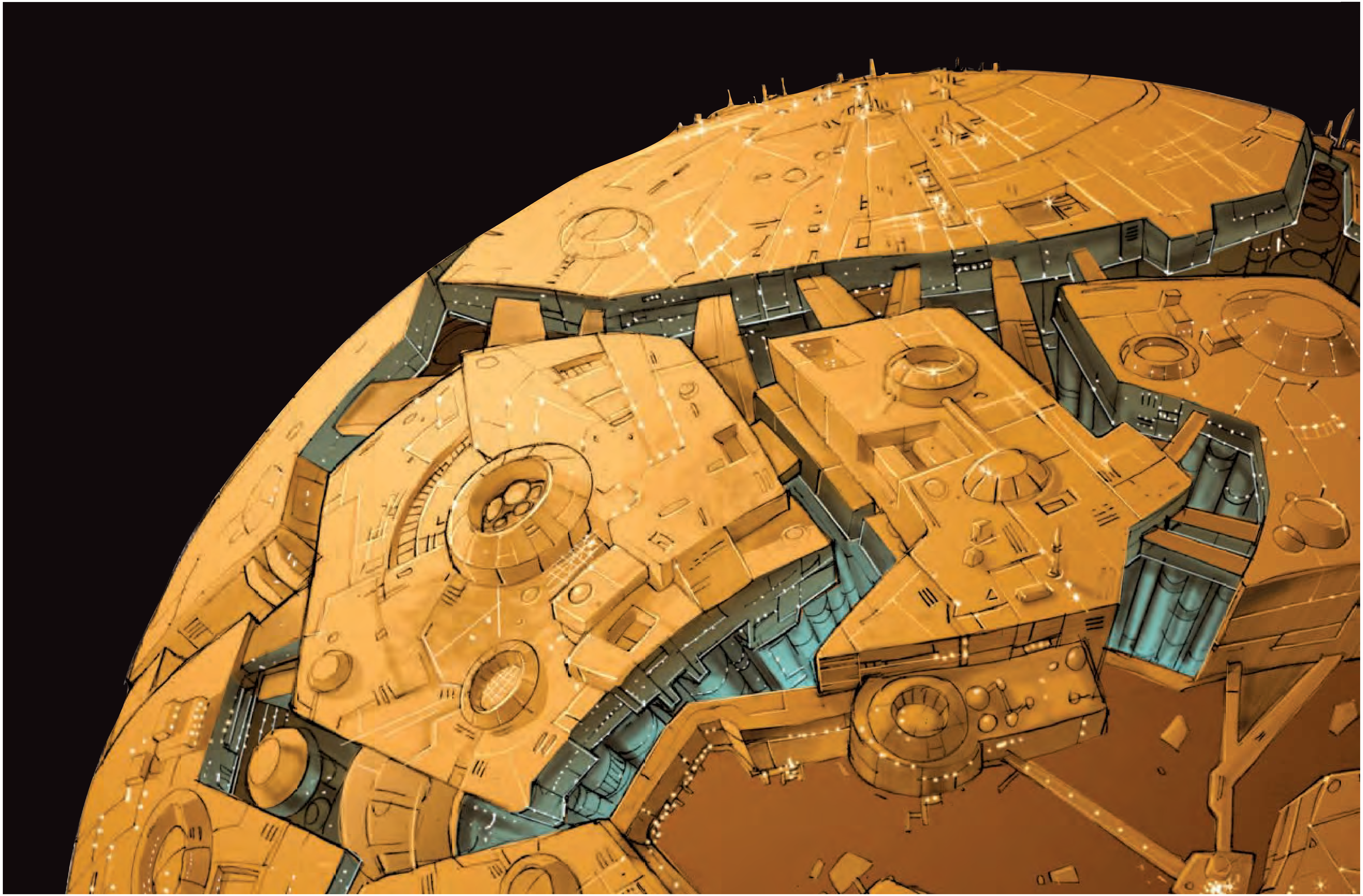
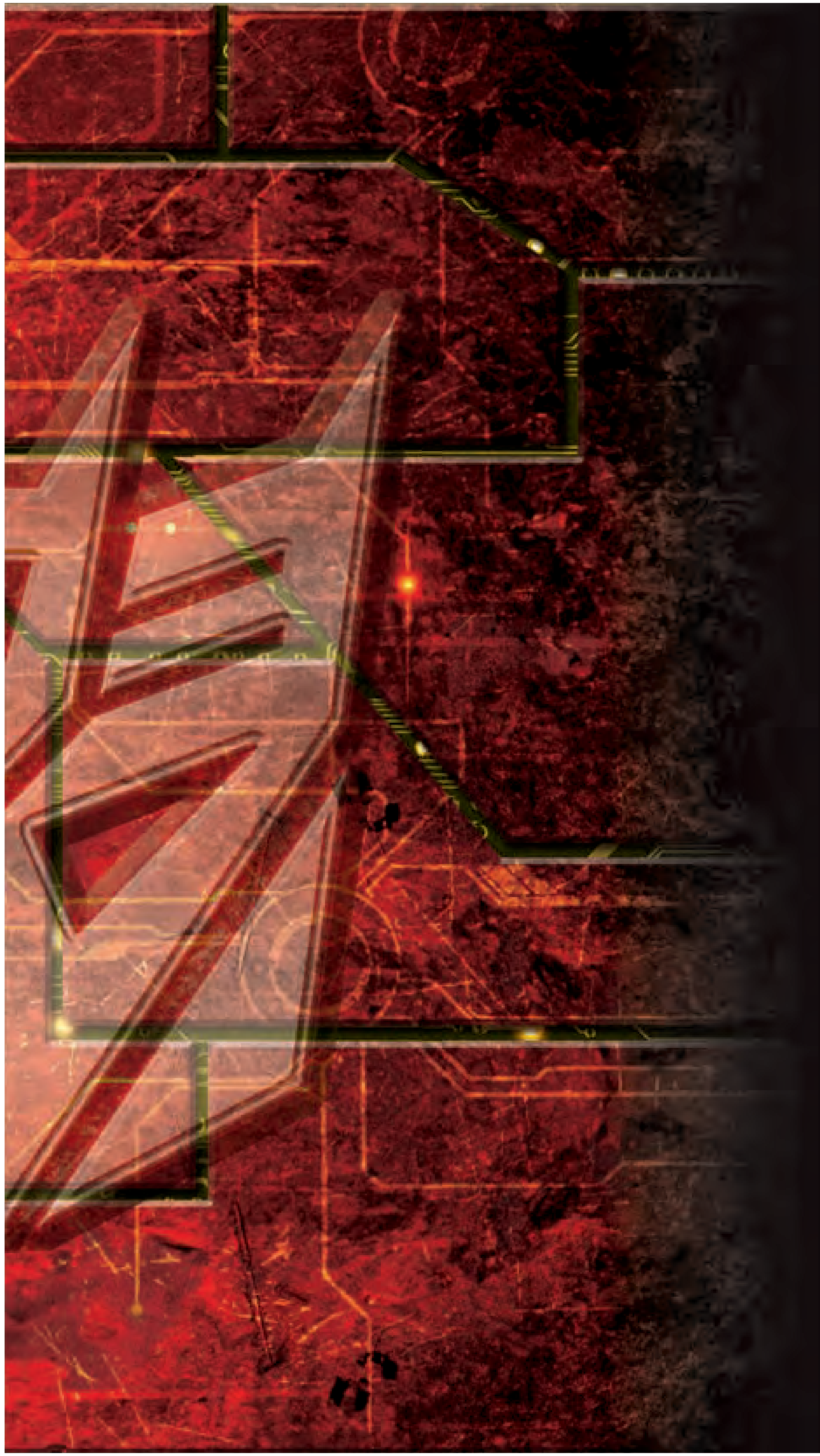
TRANSFORMERS



Franchise Logline

Millions of years ago on the planet Cybertron, life sprung forth as a defense against chaos; intelligent mechanical beings who can reconfigure their bodies into vehicles, machinery, animals, and weapons. Corroded after ages of growth and exploration, a call for change exploded into a violent uprising between the heroic Autobots and the tyrannical Decepticons. Their world torn apart, the leaders, Optimus Prime and Megatron, took their war across space, eventually stranding the warriors on a new battleground: a small planet called Earth. Fighting as robots in disguise to determine the fate of the universe, they are—

THE TRANSFORMERS!



II

Overview of the New Universe

This overview describes and navigates the persistent, unified continuity of the modern era of the *Transformers* Universe, to be used in upcoming narrative and to bring together the best parts of over 25 years of material while focusing through the lens created by current and future content.

The chronology of *Transformers* is synopsized in various periods representing vast eons of time, which offer nearly limitless potential for storytelling. Rather than outlining any single narrative venture, *Transformers Epochs* stands as a foundational story engine, providing the basis for years and even decades of original transmedia content.

Note that much of this account is left purposefully broad and general, so as to leave plenty of room for creative interpretation. A more detailed breakdown of these events exists in *Chapter VIII: Chronology*. This chapter describes the underlying conflicts in the new continuity and how to implement this synopsis most effectively to create new, lasting content.

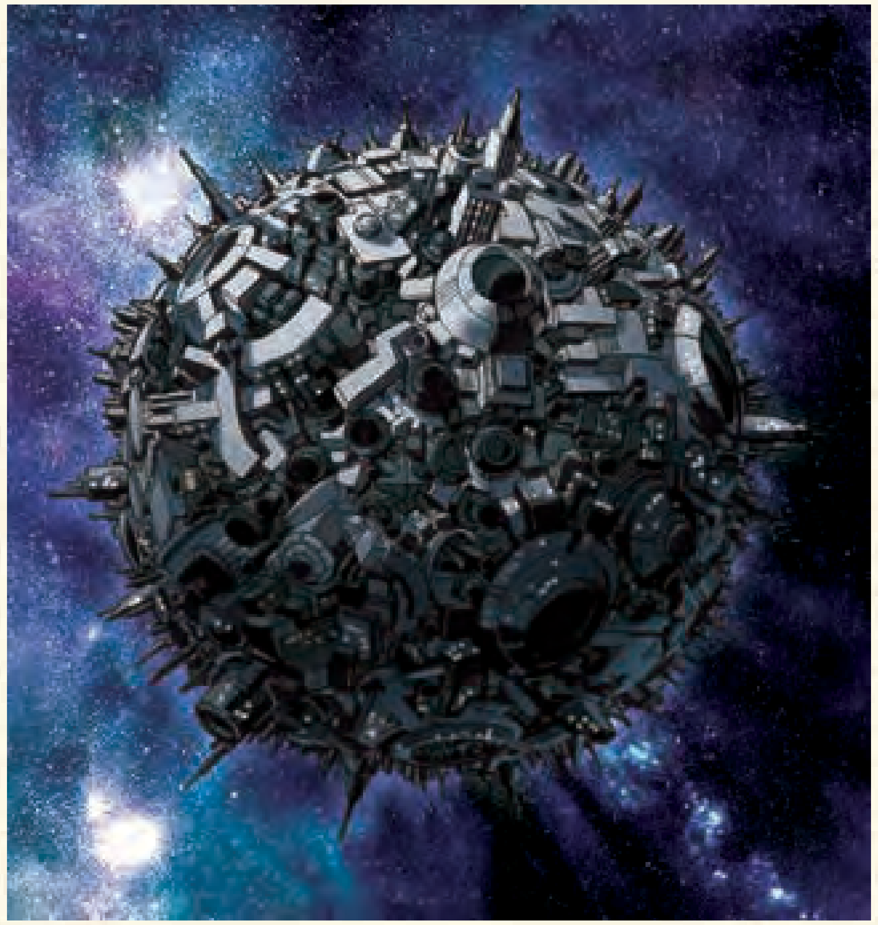
The passage of time on Cybertron and the "ages of history" work much like they do on Earth. The farther back in time you go, the longer each period of time lasted. The Precambrian Age lasted 3.5 billion years; the Jurassic Age, 79 million years; the Cretaceous Age, 500 million years, all the way to the atomic age, which lasted about 50 years. These numbers do not correspond directly but the concept is true for both.

Transformers Epochs

EPOCH I — Origins

Before the beginning, before there was time and space, there was Primus and Unicron. With a great flash, the pair burst into the universe emerging from the explosion we call "the Big Bang."

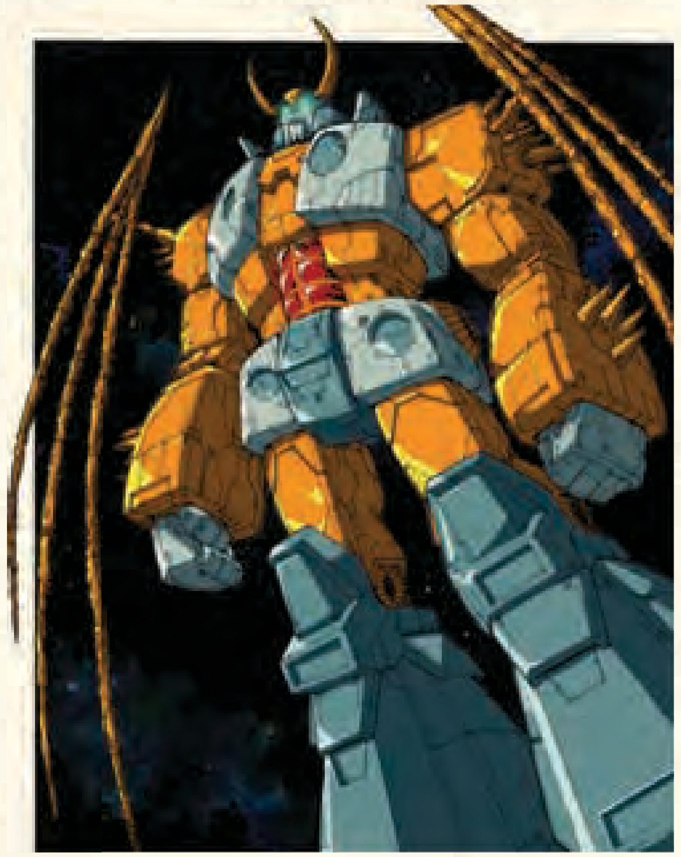
It is unknown if they were the sole survivors of the previous reality, but their powers and dispositions made them the very incarnation of creation and destruction. They immediately set to war with one another, and their epic battle weaves the very fabric of the cosmos.



Primus and Unicron fight across the vastness of space, leaving eddies of debris and viscera in their wake. These energy remnants are made from the fundamental forces that comprise their very existence. Dark matter, singularities, stars, planets, and their gravitational fields are formed. From this teeming, vital essence, sentient life emerges.

But the war is endless. After many billions of years, Primus realizes that Unicron cannot be overcome, so he chooses the most logical option: locking both himself and Unicron in a planetary form: Cybertron.

This conflict and its resolution form the foundation of the *Transformers* Mythos. Few in the present day know of the details of this epoch, but the stories of Primus and Unicron



resonate throughout the history of the *Transformers* Universe.

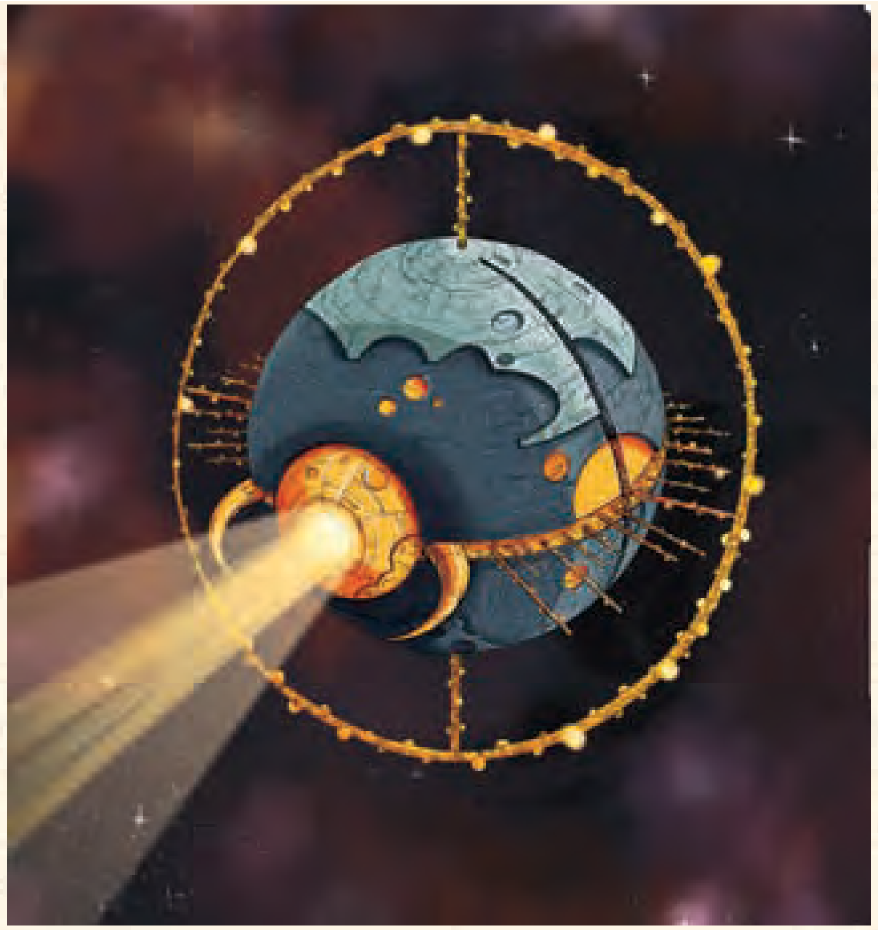
EPOCH II — The War of the Primes

Although they were contained within the indestructible shell of Cybertron, the war between Primus and Unicron did not end. Primus finds Unicron permeating his body and mind, and he sees that he must separate from Unicron or risk entirely losing his identity within the symbiotic prison.

To this end Primus constructs massive automatons in his own image and brings them to life by infusing each of them with a tiny Spark of his own essence.

Called the Thirteen, they were each furnished a mighty artifact crafted by the Forger among them, Solus Prime, and tasked to aid in Primus's struggle against Unicron. The Primes were led by Prima, who would come to wield a great sword-like weapon called the Star Saber, containing the Matrix of Leadership, a relic designed to convey the wisdom of Primus to Prima.

With the aid of the Primes, Primus attempts to eject Unicron from Cybertron. In response, Unicron manifests a vast mindless army of his own warriors, The Servants of Unicron.



Eventually Primus manages to purge Unicron from the core of Cybertron, trapping him within a planetary body of his own and casting it out into the unfathomable reaches of space. It seems victory is at hand, but when Unicron was ejected, portions of Primus were ejected with him. Conversely, tiny remnants of Unicron remain embedded in the face of Cybertron, sowing what would become an irreparable disruption to the balance of the world.

With Unicron routed, the Primes triumph over his Servants, trapping most in the moons of Cybertron, where over time their bodies become a substance called Dark Energon. Their Sparks, similar to a human's life force, remain within this new material, suspended until someone, or something, releases them. With Unicron's ejection, the remaining influence of his presence is brought under control by Primus's power.

Though Cybertron is finally at peace, Primus is severely depleted from the eons-long battle, and is forced into a dormant state so that he can recuperate, leaving the planet and the destiny of his creations in their own hands.

Although the Primes represent creation and noble action, from the outset there are problems within their ranks. Like the Greek Titans, these beings are powerful, but flawed, made in Primus's image but also influenced by Unicron. Primus was a being of creation forced to forge children of destruction; to do this he was forced to draw from the chaotic ways of his dark counterpart.

Once the seemingly eternal struggle between Unicron and Primus came to an end, the naturally divergent personalities of the Thirteen begin to grate on one another. The Primes continue to develop, forming the archetypal basis for every Transformer that follows. Their unique personalities, individual artifacts, and history will deeply influence the rise of Cybertronian civilization, and eventually form the societal flaws that will eventually initiate the Autobot-Decepticon Civil War.

EPOCH III — The Fall of the Primes

In the time of peace that follows the ejection of Unicron, the Primes are left to their own devices. They remain vigilant against the threat of Unicron's return, but over time, the Primes begin to search for greater meaning to their existence. Primus's dormancy has left the Thirteen without guidance and direction and they must find their own ways.

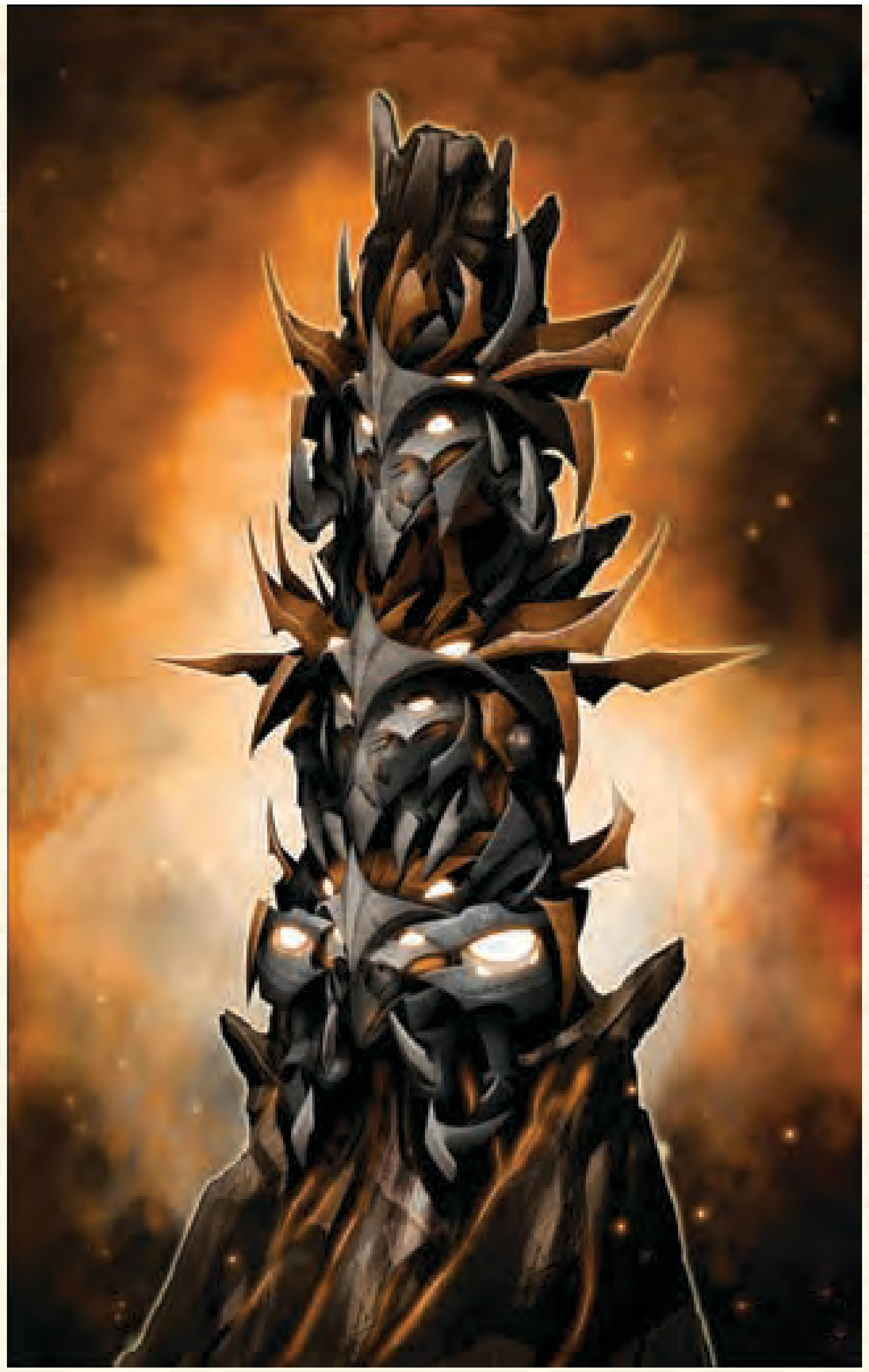
One of the Primes, Quintus, leaves Cybertron and determines to seed life throughout the Universe, spreading the life of Primus. He never returns to Cybertron. Those left on Cybertron become obsessed with their vocations, and their own personal desires.

Liege Maximo, a schemer by nature, encounters difficulty adjusting to the peace. He petitions Solus Prime, the Forger, for new armor and weaponry so that he can hunt down any remaining agents of Unicron. She begins work on a magnificent coat of armor, but coming to doubt his allegiances and his ability to wield such power responsibly, she refuses to turn her work over to Liege Maximo.

Liege Maximo becomes angered by what he considers disrespect and jealous of her relationship with the Warrior, Megatronus. He formulates a scheme to set the pair against one another. Liege Maximo's deception quickly spirals out of control, leading to a terrible battle involving most of the Primes, and ultimately resulting in the tragic murder of Solus Prime by a horribly mistaken Megatronus.

This murder forever shatters the union of the Thirteen into divisive factions, and the unified spirit of the Primes is splintered. With Liege Maximo's scheme revealed, the Primes turn on both Liege and Megatronus, and a new battle rages across the face of Cybertron.

Unbeknownst to Liege Maximo, Solus the Forger had completed the armor, but she had no intention of giving it to him. Her true plan was to have Megatronus wear the impervious metal, permanently protecting him against Maximo. Amidst the battles between the Primes in the wake of Solus's death, Megatronus sought out the armor and donned it to effect revenge against Liege Maximo's treachery.



Suspecting Liege Maximo might try to take possession of the armor, Solus had rigged the metal with a failsafe security system. When Megatronus activates it, there is an explosion likened to a contained supernova, and the Warrior is very nearly destroyed. Body and soul permanently seared and ravaged, Megatronus remains trapped within the armor forever as he disappears into the vastness of space, never to return to CybertronƐ.

Eventually suspicions mount and Liege Maximo is accused, sparking yet another titanic battle between Primes. It is Prima who engages Maximo at the height of the conflict, and Maximo is smitten under the power of the Star Saber. The Saber shatters, and a mangled Liege Maximo escapes through a Space Bridge, doomed to wander the cosmos forever.

Mortally injured, Prima dies in Alpha Trion's arms. Nexus Prime vows to hide the fragments of the Star Saber sword and leaves Cybertron, splitting into five parts and taking each piece of the saber to a different place.

The Primes then separate, taking different paths. Megatronus, wracked by rage and guilt, eschews his old name and comes to call himself, The Fallen. Unable to face the consequences of his actions, he enters the depths of space to find redemption. He seeks a way to end the strife that Solus's murder caused, but finds that when he intervenes between his comrades or in the battles of other species in his subsequent journeys, he only manages to make things worse.

While several other Primes leave, taking their artifacts with them, Alpha Trion remains behind with a small handful of his brothers, tending to the slumbering

Primus, and attempting to repair a mechanical world devastated by their primordial battle and later, to observe the new life that emerges on Cybertron.

The Primes have their own adventures over the eons, traveling throughout the universe, leaving their artifacts in various locations for various purposes, without an impetus to drive them forward. Some are presumed to have collapsed into disrepair from age, or perished in the far reaches of the universe, never again returning to Cybertron.

To replace the power of the Primes who left Cybertron, a new race emerges from the body of the fallen Prime known as the Forger. They are granted the Spark from Primus, and while a few of the remaining Primes are leery of them, others embrace them as gifts from their creator and task them with both building upon their work to repair their world and with keeping the remaining remnants of Unicron at bay.

After the battle, the remaining warriors take Solus's "forge" and decide to destroy it so that no other artifacts on the level of Megatronus's armor can be created again. Destroying the forge unleashes its creative power, and spawns new life on Cybertron. These new beings are called the Transformers, Heirs of the Primes, Stewards of Cybertron, and Defenders of Primus.

Each Transformer is a combination of the archetypical personalities of the Primes, but they are vastly more numerous, and of more diverse shapes and sizes.

Each subspecies of Transformer is representative of the characteristics of a specific Prime. There are warriors drawn from Prima and Megatronus, Omnicons from the Forger, Mini-cons from Micronus, and so forth.

So the Transformers begin to thrive, knowing they are meant to protect Cybertron, but born with the gift of free will to determine their own destinies.

This pleases some of the Primes, who devote themselves to nurturing and cultivating the Transformers. Other Primes come to despise, resent, manipulate, or ignore the Transformers, but by the end of this epoch, all have faded into antiquity.

EPOCH IV — The Age of Wraith

As time passes, the history of the Primes becomes legend, then myth. Unicron's name is largely forgotten except in the darkest corners of Cybertron, or as an obscene word to yell when a `bot drops something on their foot. As Cybetronians fashion their own destiny the lessons of the past no longer seem relevant, particularly with a new horror at their doorstep: the Quintessons.

The sons of Quintus and "cousins" to the Transformers, these beings attack Cybertron with unmatched ferocity. They obliterate what little record of Cybertronian Prehistory remains as they establish a theocracy in which they portray themselves as both the divine creators and rulers of the planet.

Worse still, they tamper with Transformer code. These diabolical experiments render the Transformers as little more than draft animals. With the Primes gone across the cosmos, Cybertronians cannot protect their home and become enslaved.

How the Transformers eventually overthrew their oppressors is unclear. The Quintesson histories are destroyed, corrupted, or lost. More than that, Cybertronians had little need for writing or information technology beyond that which they needed to survive. Snippets of tales are still told, however, of how a single uprising led to a planet-wide—then galaxy-wide—civil war. The Quintessons were nearly exterminated and the Transformers took their rightful place at the apex of Cybertron's society.

Though information is scant in this age, the ramifications are still noticeable among the Transformers. From the Quintessons, the Transformers learned the arts of war, cruelty, and slavery. They also taught themselves the concepts of compassion, brotherhood, and freedom. Many Transformers still carry the vestigial "cockpits" that the Quintessons placed in Cybertronian ancestry so as to control them both as vehicles and as individuals.

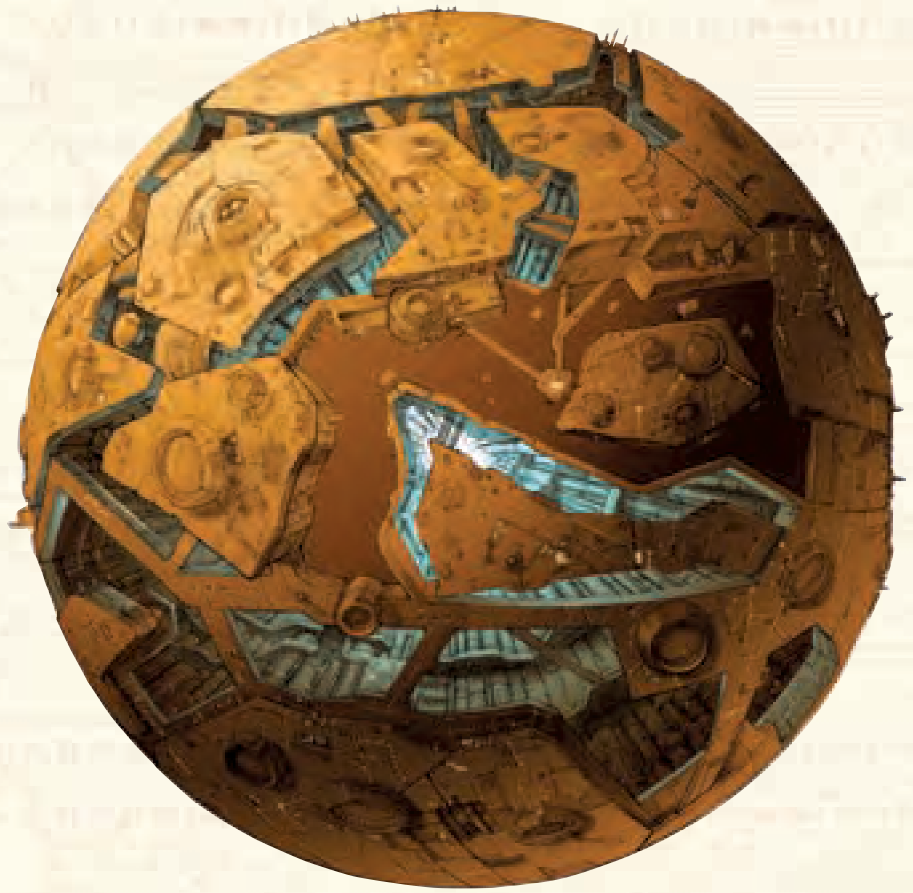
Most importantly, however, during this turmoil, the legend of Prima is resurrected from the annals of myth. The title of Prime becomes the ceremonial coronation of the leader of Cybertron. To prevent another massive war, the leader of Cybertron assumes the title of "Prime" so that he may represent the indomitable spirit of Primus's most beloved warrior.

The name of this first warrior is lost and is altogether unimportant. What matters is that the Cybertronians were united under a benevolent ruler who both protected and lifted the planet and its people onto his shoulders.

With the war behind them and a strong leader atop the throne, the Transformers enter into a Golden AgeƐ.

EPOCH V — The Golden Age

The Golden Age of the Transformers civilization begins. It is an age of discovery. Scientists unlock the secrets of interstellar travel and build the Space Bridges, which allow them to traverse the galaxy.



On Cybertron, the Golden Age continues, encompassing times of peace and strife, journeys to the great beyond, and expeditions that colonize uninhabited planets. It is filled with adventure and daring, imagination and a sense that Transformer culture is invincible. Internal conflicts between castes, such as the Mini-cons and the other Transformers, are present, but generally resolved before reaching the stage of open warfare.

As the world of Cybertron evolves, however, inequalities develop for some of its citizens. As the Golden Age nears its end, the Space Bridges, after eons of use, begin to fall apart. The knowledge of how the bridges were created is lost as groups become more and more specialized in their expertise in the name of efficiency. As the opportunities for extraterrestrial activities become more limited, the Transformers become increasingly trapped within their status quo on Cybertron.

The End of the Golden Age arrives with the death of the Transformer known as Sentinel Prime. He was a leader who brought rigid order to Cybertron, having forged a society where each Transformer was assigned a specific duty, and there was a singular and predesignated role for everyone.

With Sentinel Prime gone, there is no duly elected leader to assume the mantle of Primacy. The Matrix of Leadership has also disappeared into Cybertron, an ancient relic that was once a component of Prima's great sword, containing the key to Cybertron's greatest secrets and the capability of completely restructuring the world, would be lost for thousands of centuries.

With its knowledge untapped, and its transformative powers stifled through disuse, a once shining civilization begins to rustƐ

EPOCH VI — The Rise of the Decepticons

The caste system of Cybertron becomes entrenched over time; technocrats, military, engineers, and a vast underclass of laborers grinds ever forward, but the joy of flourishing life and the artistry of construction has faded.

The Space Bridges surrounding Cybertron have degraded and are unusable. Only one remains open in the space surrounding the planet and it is unpredictable to the point that it is no longer used for shipping.

The Transformer Federation of star systems has broken apart, no longer connected by Space Bridges. Communication is impossible, and travel has ceased between Cybertron and the widely separated worlds.

Without a leader to direct the transformative powers of Cybertron, the planet maintains an unprecedented status quo in its physical characteristics. Still being altered on its day-to-day level, the different species of Transformers adjust themselves to the needs of the planet, rather than vice versa.

Thus, Transformers are born into castes and over time, forget that freedom to make change on a grand scale is their birthright.

The High Council falls under the control of Zeta Prime, who has manipulated increased powers through politicking. Though he has never been granted an official title, Zeta Prime grows tyrannical in maintaining the status quo, choosing in cases of conflict to reject change in favor of stability.

In rarified circles, dissatisfaction bubbles over into a guerilla war. The leader of this unheard of insurrection is a rogue defensive weapons' Transformer who had been relegated to becoming a "pit fighter" or gladiator (a member of one of the lowest castes on the planet). He calls himself Megatron.

Megatron feels that too many citizens had become slaves in the caste system of Cybertron. Building off his growing popularity and the fundamental justice of his message, he creates a coalition of laborers loyal to his cause. Fighting for freedom, he begins a guerilla terrorism campaign to change the social inequalities of Cybertron, while speaking out publically against social injustice.

Though not a "lower caste" laborer, Orion Pax was, in many ways, also a slave, in this case to his vocation. He is tasked with inputting and reviewing all data transmissions on the planet. Habitually performing the same actions day in and day out, Pax loosened the bonds of the numbing sameness of his job by escaping into the history of Cybertron. His access to the archives gives him an overview of and insight into a past that had mostly been forgotten.

Orion Pax's life changes when he begins monitoring the activities of Megatron, whose outspoken declarations are heard throughout Cybertron, as he is not associated with the terrorist actions of the movement. The rogue's effort to make others question the bureaucracy, embrace freedom and foment change activates something deep within Pax. To his surprise he finds that he agrees with Megatron.

From the Hall of Records in Iacon, Pax begins to plant subversive propaganda in areas of the planet with populations most likely to be sympathetic to Megatron's cause. Soon he finds himself communicating with the outlaw, and helping him turn his coalition into a small army of like-minded Transformers.

As the ideologically like-minded Orion Pax and Megatron work for the betterment of all Cybertron, they slowly become close friends. Over the course of their discussions, Pax helps Megatron to influence the more moderate factions of Cybertron of the worthiness of their cause, even as the duo start to disagree on Megatron's methodology.

Pax argues for the name "Autobot" to describe the resistance, with "auto-" referring to the self and the underlying message of freedom and self-determination he believes they stand for at their core; but Megatron decides that their name should reflect the history of their organization, rising from the underclass, forced to fight their oppressors through trickery from the shadows. And so, the group self-identifies as "Decepticons" for the first time.

When guerilla attacks on Cybertronian infrastructure catalyzes public opinion against the plight of the revolutionaries, Orion Pax believes Megatron when he reassures him that they were enacted by rogue elements that he does not support. In truth, Megatron, who grew up in the pits with a "might makes right" mentality, is behind each attack as they rapidly escalate. Megatron feels he is "protecting" Pax from the harsh realities of the revolution, and still testing his loyalty.

While he continues to sympathize with Megatron—even choosing to forsake the stifling bureaucracy and fight at Megatron's side as his fellow outlaw and brother-at-arms—Pax also comes to believe that the only true way to bring about the change they seek is by taking their cause to the ruling seat of power for their race, the Cybertronian High Council, a gathering of representatives from all factions of Transformers.

Many years pass, but Pax is finally successful at securing a truce and meeting with the Council. While Megatron speaks with passion and has the ear of a great number of Cybertonians, his imperiousness offends the sensibilities of the board. Orion Pax steps forward, already a respected voice inside the Council.

Stepping up and speaking eloquently for Megatron's cause, Orion Pax argues the case for the downtrodden of Cybertron, declaring, "freedom is the right of all sentient beings" and describing all Transformers who believe this as "Autobots." Pax manages to convince the Council to compromise and appoint a new leader to bring Cybertron into a new age, where all would be free from the confines of the existing status quo.

The Council decides that Cybertron has indeed finally found a Transformer worthy of becoming the new "Prime." The titular leader chosen by the representatives of the many factions of Cybertron will be Orion Pax, and with this new mantle of power, they rename him, Optimus Prime.

Those who follow him will come to adopt the name "Autobots" from his legendary speech. The High Council also grants Optimus Prime the right to carry the Matrix of Leadership, should he ever discover its location.

Megatron is shocked, and considers this the ultimate betrayal. The Council's choice of Optimus Prime, a bureaucrat, over himself, a warrior who had won a stunning victory for the downtrodden of Cybertron after tremendous destruction and sacrifice, was symbolic of how things had *not* changed.

To Megatron, the Council's choice of Pax meant only that all his battles had been for naught and that the cycle would start again. He vows that no one will stand between him and his freedom again, nor will he ever bow to another being. His indignation drives him to finally claim credit for the guerilla actions and start and all-out war.

Optimus Prime is hardly pleased with this turn of events. He does not feel he is a leader, does not wish to control anything, and never sought power. But neither can he accept Megatron's violent reaction to this unexpected turn of events.

Along with Autobots sympathetic to Megatron's cause, but loyal to Optimus Prime's rule — such as Ironside, Grimlock, and Jazz — defenses against the Decepticons' mounting attacks are implemented. To his horror, Optimus Prime looks on as the peace he strove to achieve for thousands of years—and held in his hands for one brief moment—dissolves into all out war.

EPOCH VII — The Civil War

With Megatron's declaration, the Autobot-Decepticon Civil War erupts on Cybertron. A few remain neutral, but the vast majority chooses sides and fighting commences once more. Megatron trains his growing legion of followers in guerilla warfare, enabling them to penetrate cities and fortresses through trickery and deception.

Being largely comprised of laborers and warriors, the Decepticons immediately seize the upper hand against their opponents. Optimus Prime, despite being initially doubtful of his abilities, comes to rally his troops in defense of their strongholds. Many soldiers, experienced and not, rise to the Autobot cause, including the young Bumblebee. These Transformers are less powerful in battle, but their heroism cannot be questioned.

Many Transformers find themselves caught between sides. Some, like Ratchet, attempt to remain neutral, but are drawn into the conflict, while others vacillate between allegiances.

Starscream, a former Energon scientist and Leader of Cybertron's Air Command, is torn between his own desire for power, and his innate love of Cybertron. He is courted by Megatron and promised power as a military leader in his new regime. He can't resist and accepts recruitment to the Decepticon cause.

But despite the opportunity the Decepticons offer him, when Starscream sees that Megatron intends to destroy elements vital to Cybertron's survival, he warns Autobot forces. In this way he both protects Cybertron, and ensures that if the Autobots were to prevail, he would land on his feet.

Even with these efforts the Autobots continue to lose the battle. As the war drags on, the Transformers' main power source, Energon, rapidly dwindles and the Decepticons take control over realm after realm. Anguished by the loss of life at the hands of his former friend and overwhelmed by the mounting hopelessness of the war, Optimus makes a fateful decision to take a core group of followers out into the cosmos to find a new source of Energon. Only then can they return to aid the resistance and turn the tide.

Many Autobots question this decision, but as the Decepticon armies descend on the capital city of Iacon, Optimus Prime prepares his retreat.

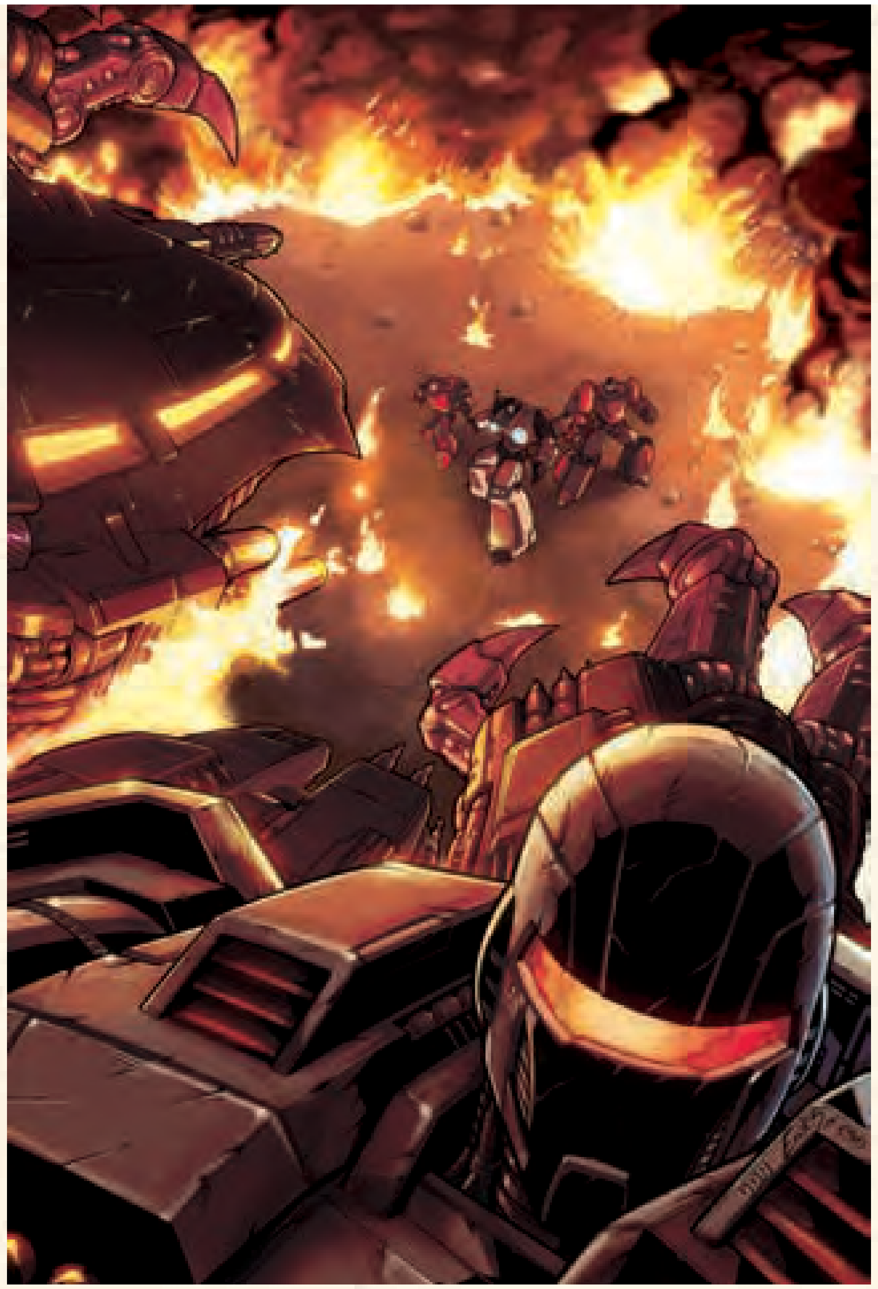
Megatron seeks a way to let loose the powers of Dark Energon, a highly destructive force that is actually comprised of the viscous remains of bits of Unicron and his minions left embedded in the moons around Cybertron. His goal is to harness the power of this energy to reach the Core of Cybertron, called the Well of AllSparks, and find the Matrix of Leadership, which legend claims is the key to Cybertron's power.

Starscream's forces still defend the facility that contains the Dark Energon, but as the Decepticons attempt to enter it, they are divided by what they discover—that if misused the destructive force of this substance can corrode and twist vast swathes of Cybertron, and can even taint the very Sparks that make them living beings.

Some remain aligned with Megatron's plans, while others fight to prevent the release of the vile energies. Starscream sends a desperate message to Optimus Prime, warning him of the peril to the planet. He even stands before Megatron and describes to him the danger Dark Energon poses, but Megatron ignores him and enters the facility.

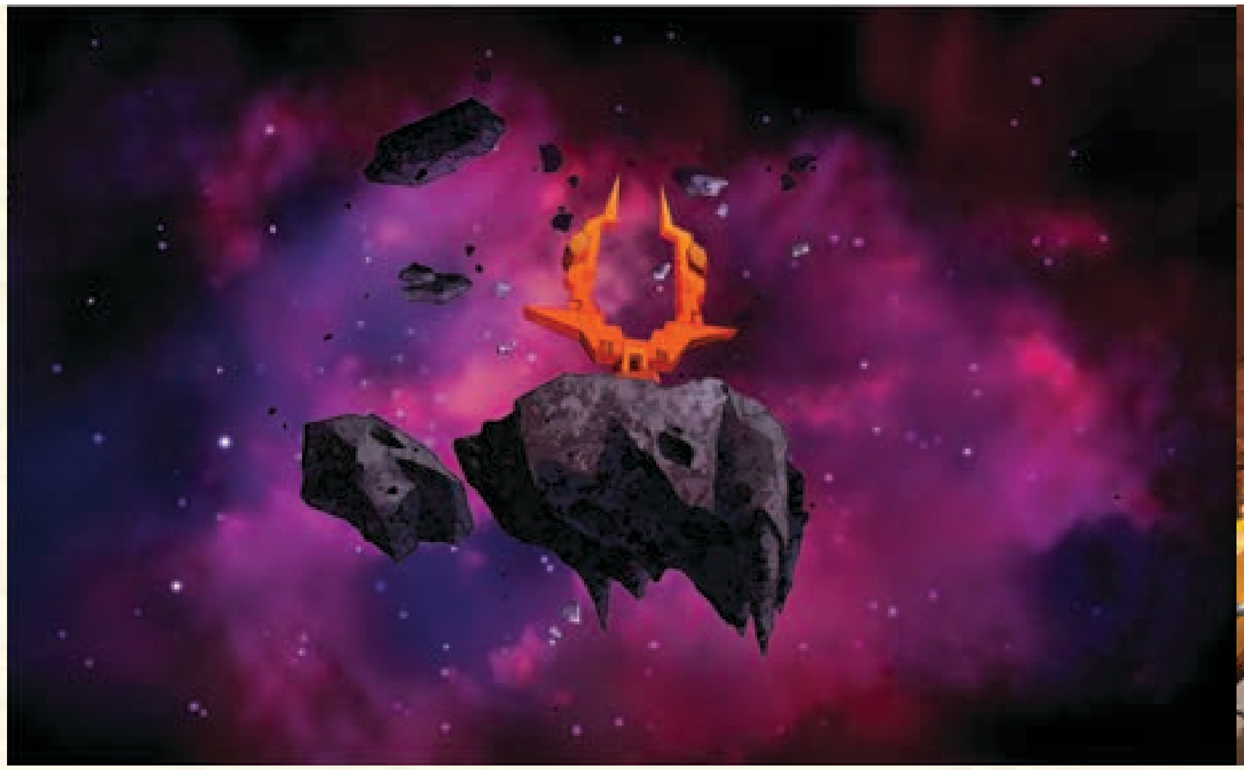
Because of Megatron's complete disregard for the wellbeing of Cybertron, Starscream decides here that he must one day overthrow Megatron and if that means power for himself, so much the better.

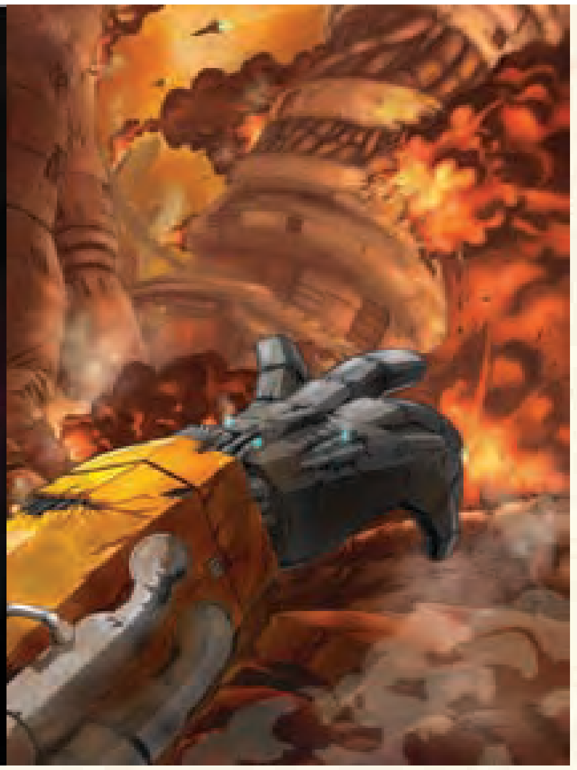
Optimus Prime has returned and takes a small team into the bowels of Cybertron to stop Megatron, but he is too late. Megatron releases the corrupting Dark Energon into the core of Cybertron, creating a dangerous imbalance in the world. At the Core, Optimus finds the buried Matrix of Leadership, and like the fabled "sword in the stone," he is able to remove it, proving to one and all that his destiny was dictated not so much by the Council's choice, but by



representing the very will of Primus—the essence of Cybertron itself.

Infused with the knowledge of the Matrix, Optimus Prime draws connections between the story of the Fall of the Primes and the current crisis. Identifying with Prima and his stand against Megatronus and Liege Maximo, he makes his position clear to Autobots and Decepticons alike:





Free will and unity with their world and the universe beyond it will restore Cybertron to its former grandeur and propel all living beings toward greatness; but Megatron no longer trusts free will. He will assert his own rule over all others and cannot be questioned. He will not entrust freedom to the masses. This is tyranny, and it crushes the birthright of all Transformers. Cybertron will be warped in Megatron's image, its people divided, its evolution stunted for eons.

Knowing Megatron will stop at nothing to obtain the Matrix now contained within him, Optimus Prime rallies his closest Autobots and tells them that instead of annihilating themselves in an endless war that will devastate their world, they must remove themselves from the battlefield, at least for a little while.

With his reluctant allies, he activates Project: Generation 1, a plan to depart Cybertron as a final act of self-preservation in the hopes of finding another way to end the conflict. He hastens the already-chaotic departure of their escape ship, the *Ark*, but their exodus comes under heavy assault from the Decepticons.

Megatron, desperate for the Matrix, chases after the *Ark* with a small group of warriors. They attack the ship just as it enters the Space Bridge, fatefully causing the gateway to collapse and sending both groups hurtling through the eternity of space in separate directions.

Choosing to hunt Optimus Prime to the far corners of the universe, Megatron leaves Cybertron under the regency of the Decepticon known as Shockwave, who plans to proceed in conquering their Dark Energon-infected world for his own gain.

As Megatron pursues Optimus over the millennia to come, he loses touch with the principles of the revolution he started and the freedom he fought so hard to gain. He cannot abide the fact that, through the Matrix of Leadership, The Key to Cybertron, Optimus Prime still has power over him.

EPOCH VIII — The Exodus
(Roughly 8,000 BCE)

The Space Bridge accident sends the Autobots, led by Optimus Prime, and the Decepticons, led by Megatron, hurtling across the cosmos, into the area of the Milky Way galaxy known as Orion's Arm.

They travel for thousands of years, engaging in skirmishes on countless planets, often separating into smaller groups. Through turmoil and tragedy, the warring factions continue their search for sources of Energon and to find a way back to Cybertron.

Several thousand years before the present day, while searching for Optimus Prime, Megatron detects a signal from the AllSpark. He decides to leave his ship the *Nemesis* and his fellow Decepticons in order to pursue the AllSpark.

The Decepticons are separated from Megatron, who, questing for the AllSpark —a legendary source said to grant the bearer limitless power—somehow becomes incapacitated and frozen in the frigid wastelands of a small planet in the Sol system.

With few remaining resources, and little chance of returning home, Optimus Prime's Autobots pick up the same trail followed by Megatron dozens of centuries earlier. With their ship barely functioning and the Decepticons still hot on their tail, they follow a series of clues to the location of the AllSpark, which they discover is Earth.

EPOCH IX — Earth Activation

Once the Autobots arrive on Earth in the first years of the 21st century, they realize the Decepticons have followed, and are seeking both the AllSpark and Megatron. During this course, Megatron is reactivated and initiates the first recorded battle between Transformers on Earth since the Predacons fought the Maximals there millions of years earlier.

During this struggle, in an effort to avoid interfering with Earth civilization the Autobots learn to hide themselves by scanning humanity's vehicles and machinery and altering their bodies to simulate them. Soon, they meet human beings for the first time and come to appreciate the ephemeral quality of human life.

In the process, the AllSpark is found and shattered in battle when a teenaged boy named Witwicky, an ally to the Autobots, uses it to take down Megatron in Optimus Prime's defense.

Two shards of the AllSpark remain, and its power flows into the young Witwicky's brain. One of these shards is eventually captured and used by the Decepticons to reactivate Megatron, who promptly engages and apparently kills Optimums Prime.

The young Witwicky uses the remaining shard to resurrect Optimus Prime. The power of the AllSpark projects an ethereal connection between Optimus and his homeworld of Cybertron, allowing for him to tap briefly into the sum total of his homeworld's knowledge.

In the midst of this battle, The Fallen, formerly Megatronus, comes to Earth in response to a summons by Megatron. But the eons have not been kind to him. Power mad, paranoid, and wildly delusional, The Fallen finally sees his chance to atone for the past by ending the conflict between the Autobots and Decepticons.

Unfortunately, The Fallen's solution involves destroying Earth's sun, turning it into enough Energon to power his return to Cybertron. Optimus Prime stands against him and, with the combined might of his Autobot allies, manages to destroy The Fallen.

Megatron flees Earth to the *Nemesis*, the Deception ship based on an ice planet in the Alpha Centauri system, where he reassembles his army of Decepticons that had scattered across the Orion Arm of the Milky Way. With this vast force, Megatron lays in wait, scheming to defeat Optimus Prime by sheer force of numbers and return triumphant to Cybertron with the Matrix of Leadership.

Meanwhile, the Autobots ally with Earth governments and reunite with their straggler comrades who had scattered after the collapse of the Space Bridge.

But the war is no longer just between Transformers. With human beings and Earth in play, Optimus Prime feels he can no longer simply run. He must consolidate the Autobot forces to protect these fragile, but tenacious, creatures that have been co-opted into a struggle not of their own making.

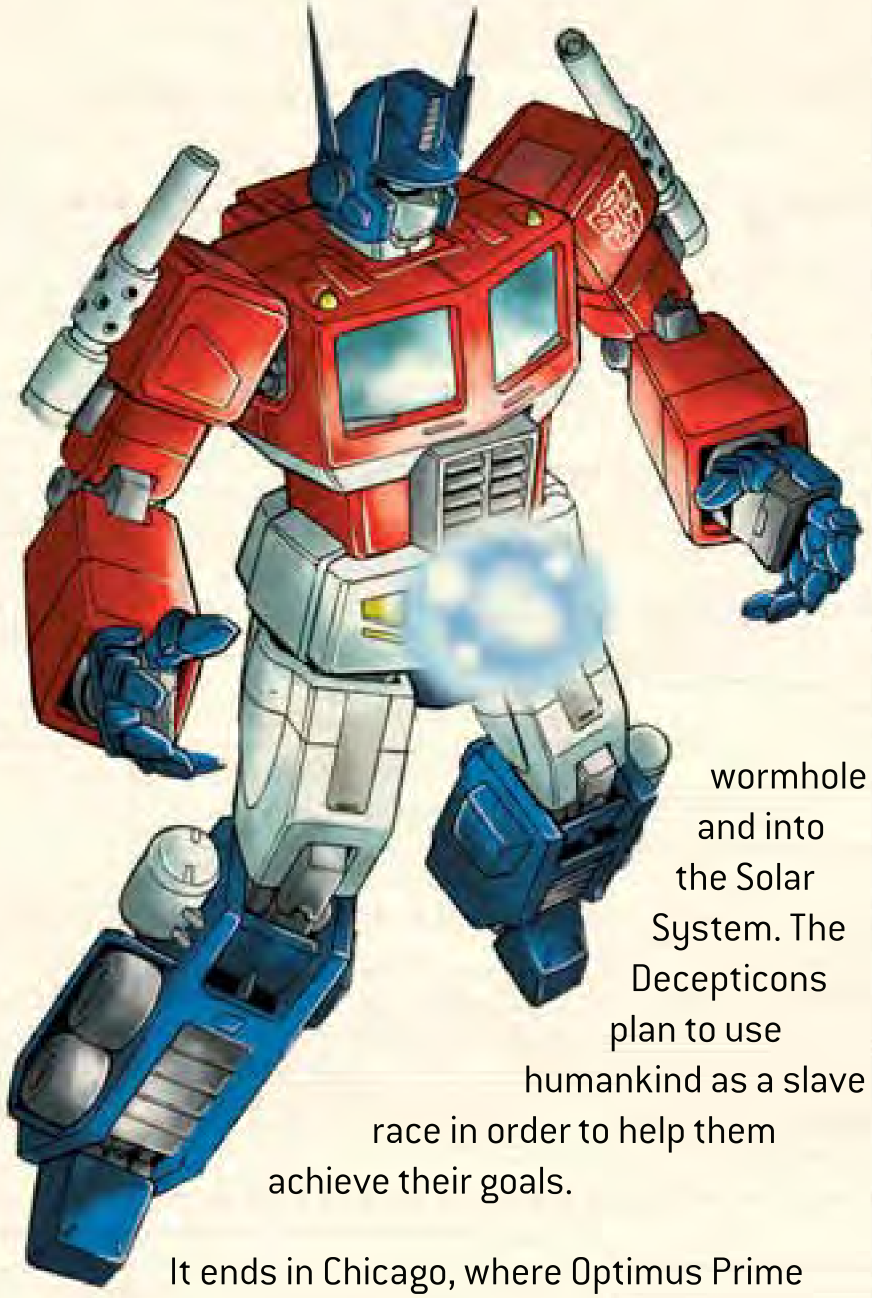
EPOCH X — Ascension

The Autobots and the U.S. government try to maintain a fragile peace on Earth after Megatron's retreat, but it isn't easy. Not everybody is comfortable with massive extraterrestrials involved in making decisions that affect the planet and humanity. Indeed, human-Transformers relations are brought to the breaking point when it turns out that only one race's homeworld can survive.

It begins on the moon, where the Autobots discover two ancient pieces of their history. The first? An ancient ship of Golden Age technology known as the Ark. The second? The body of Sentinel Prime, one of the greatest figures in Cybertronian history. Optimus Prime brings both back to Earth in hopes of finding a way back to Cybertron. They do but in horrifying fashion.

After Optimus awakens Sentinel Prime with the Matrix of Leadership, the latter betrays the Autobots and NEST. He reveals that he has been working with Megatron in secret for ages. They had hoped to find a planet that could be leeched of its resources in order to return Cybertron to its former glory and have now found it: Earth.

The Autobots, along with Sam Witwicky and the remnants of NEST, begin a fight to the death that can only lead to utter destruction. Sentinel, Megatron, and the Decepticons begin to activate the Pillars, devices from the Ark that can open a Space Bridge large enough to draw the Transformer homeworld through a wormhole and into the Solar System. The Decepticons plan to use humankind as a slave race in order to help them achieve their goals.



It ends in Chicago, where Optimus Prime sacrifices nearly everything in order to save humanity. He shuts down the Pillars with only moments to spare, catching Cybertron in-between galactic space. It is seemingly obliterated. Megatron and Sentinel Prime are both destroyed in combat. The Decepticons scatter. Earth is saved, for the time being. A badly damaged Optimus bids farewell to Sam, and vanishes for several years. Witwicky expects recognition for his actions. The Autobots expect a hero's welcome for their sacrifice. They get nothing of the sort.

Terrified of what almost happened in Chicago, humanity turns on the Transformers. Anti-Cybertronian sentiment reaches a fever pitch. The U.S. government, unable to do otherwise, closes NEST, cuts ties to the Autobots, and forms a new governmental agency (Cemetary Wind) whose purpose is to hunt down renegade Transformers. Sam Witwicky himself has to go into hiding to avoid massive negative publicity for his relationship with the Autobots.

The next five years go by rather peacefully, at least from humanity's perspective. Corporations such as Kinectic Solutions Incorporated (KSI) rebuild Chicago with Transformer technology leftover from the battle. It ignites the economy and an arms race in order to secure Earth from ever being a target again. Little does the public know that behind closed doors, KSI has cracked the code to Cybertronian life: a strange substance it dubs "Transformium." What is even more shocking is that some of this material seems to have been left on Earth millions of years in the past.

The Autobots are forced into hiding when Cemetary Wind begins hunting and demolishing all Transformers, not just Decepticons, so that they can harvest this Transformium now that the leftovers found in Chicago are dwindling. It is only a matter of time until Cemetary Wind and KSI, along with the aid of a Cybertronian named Lockdown, manage to track down Optimus Prime and his team. They find Optimus recently revived on the farm of Cade Yeager, but Optimus is still too weak to avoid capture. Cemetary Wind and KSI turn Optimus over to Lockdown. In return, Lockdown gives them a Seed, a device from ancient beings known as the Creators who desire Optimus for their own, unknowable reasons.

This Seed is the final part in a plan by KSI to produce their own Transformers so that humankind is no longer reliant on Cybertronian protection. It is capable of turning organic matter into Transformium, as it did in the distant past when it caused the K-Pg extinction event (the "End of the Dinosaurs"). This could produce an endless supply of material with which to create manmade Transformers. Unfortunately for KSI, their prototype, Galvatron, becomes sentient before the plan can be implemented. His base was built on that of Megatron, and the former Decepticon leader is now revived in a new body. He uses the Seed to resurrect a new army in the bodies of KSI's own transformers in an attempt to seize control of Earth.

All is not lost. With the help of the Yeager Family, the Autobots manage to regroup. They take the fight to Hong Kong, where KSI is headquartered, releasing the legendary warriors known as the Dinobots in the process. The combined might of Autobots and Dinobots are overwhelming, and Galvatron is forced to retreat. Optimus defeats Lockdown in single combat, takes back the Seed, and saves the day...

...But for how long? And why do the Creators care about him? Optimus must leave his adopted home world to try and meet the Creators. His mission? Learn how—or if—anyone can ever stop his people's cycle of war. The Autobots have proven that not all Transformers can be distrusted, but that has not exactly engendered them back into humanity's good graces. Worse yet, Galvatron and many other Decepticons are still loose and lurking around the galaxy. The remaining Autobots make new, secret alliances with a few of Earth's more willing governments in order to keep the peace while Optimus carries the Seed into deep space.

That is just the beginning of the adventures that occur in this era. Optimus Prime travels across the stars to learn about the history of his people. The Predacons and Maximals re-emerge on Earth. The Autobots make new human friends and discover ancient secrets that reveal an even deeper connection between their worlds. Forces long forgotten re-emerge, but they are nothing compared to what will happen next.

Epoch XI — The Return to Cybertron

A single revelation changes Transformer history forever: the Transformers discover that Cybertron has not been destroyed, as previously believed. Still, it has been severely damaged and parts of it have been utterly corrupted by Dark Energon. A struggle commences as Cybertronians fight over the remains of their home world, all hoping to revive it to its former glory, but none willing to share it.

As Cybertron falls under Decepticon control and Earth forces (mostly) aid the Autobots, the renewed Civil War becomes Interstellar in scope. Political intrigue splits the groups into factions. How do the Autobots who were left behind by Optimus feel? Do the Decepticons on Cybertron even want Megatron back? How will the Energon crisis be solved?

To win the war, everyone involved must accept their most complex transformation yet—a change from the ways of the past and all they have known to embrace new ideals. Humanity will play a part, and so will the beings known as the Primes, albeit indirectly. After many attempts to forestall Megatron and free Optimus Prime ultimately fail, Megatron forces Optimus to utilize the Matrix of Leadership to unlock the secrets—figuratively and literally—of Cybertron.

After one last battle, whose scales are tipped by human allies of the Autobots, Optimus Prime is allowed to combine the transformative relics of the Primes directly into the planet. For the first time in eons, the full extent of the power of the original Primes is unleashed.

Then Optimus Prime purges the world of Dark Energon and remakes Cybertron according to his own greatest aspirations, giving every sentient being the means to pursue a life path created by their own choices. Cybertron finds true balance and although Megatron's plan is thwarted, his greatest dream is realized: neither he nor any other Transformer will ever live under the thumb of oppression again. His battle with Optimus Prime is not over, he still has animosity over perceived betrayals, but he is forced to recapitulate his actions against his own idea of himself.

As the Civil War ends, Optimus and the Autobots return their human companions to Earth, where they apply what they have learned to stopping their own fighting and saving the planet.

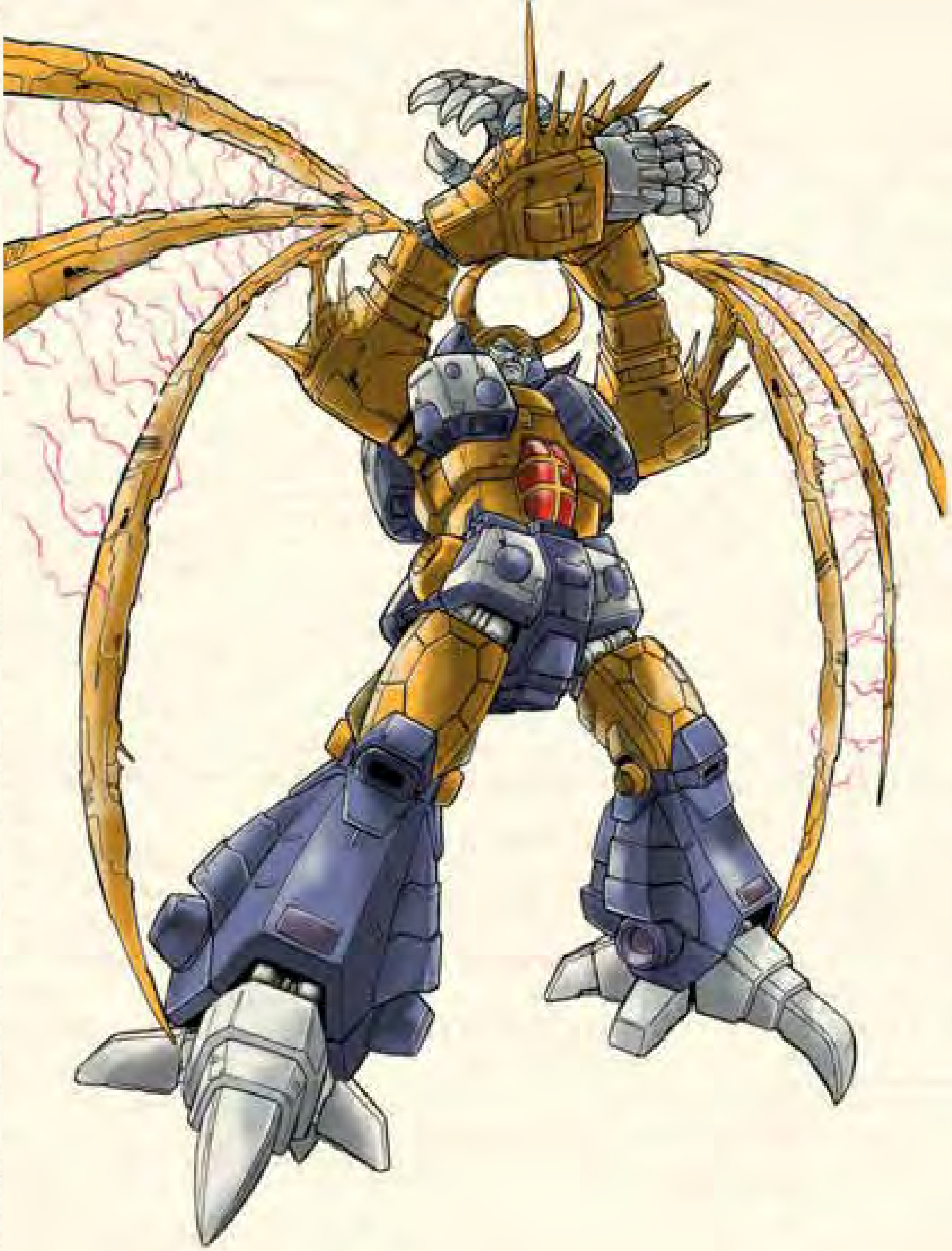
Just as peace is declared between humans and all Transformers, Optimus Prime is overcome with a vision, and the mightiest power of the AllSpark is finally brought to the forefront of his consciousness. The irony of the Transformers' success is that in unlocking the true essence of Cybertron, so too have they signaled the means for the coming of The Apocalypse—the final reactivation of the Chaos Bringer, Unicron.

EPOCH XII — Unicron

This Epoch details the universal end times foretold in data-bits scattered across a thousand worlds—the final clash between the forces of Primus and Unicron.

When Cybertron was brought into balance, the corrupting elements of Unicron were released and the Servants of Unicron took on their original forms. They are now communicating with Unicron, who is at the polar opposite end of the Universe, but is now prepared to return for the first time in hundreds of millions of years. Optimus Prime must prepare all Transformers and the Witwicky family for a war unlike any that has ever been fought before.

The wider universe is brought into this final era as well. Will human allies, weary of battle, fight for a planet not their own? Will the other races the Transformers have touched throughout their long history take up their



cause? If one planet falls to Unicron, does it matter to another? If one being must stoop to the will of Unicron, can others escape that fate?

Transformer, human, and alien alike must each individually choose to stand and fight, to preserve the liberty that so many have fought and perished for, or to flee, abandoning their purpose and condemning Cybertron.

Here, the grand purpose of all Transformers is revealed: that they were created by Primus not simply to fight Unicron, but to move the universe into a phase of total unity. For only by coming together as one can the cycle be ended, giving way to the ultimate transformation: the creation of a new universe.

To stop Unicron requires an expansion of their struggle to other systems in the Milky Way, other worlds that were once touched by the original battle between Unicron and Primus. But in order to do this, Optimus Prime must deputize the greatest of the Transformers—old and new—with powers of the Primes. He hopes to recruit Megatron to his cause, only to find the disgraced and exiled Decepticon leader has gone missing.

In a grand adventure unto its own, Optimus Prime chooses a small and unlikely squad of Autobots, Decepticons, and humans to embark upon an intergalactic journey to find the surviving Primes. The Primes are the only living beings to have ever faced the might of Unicron before, but would they be willing to stand against him now?

Weighing heavily over human and Transformer alike is the revelation that Unicron's return signifies the logical and natural end of this universe. After all, most can interpret the Cybertronian credo "'Til All Are One" as meaning "until all things in the universe have collapsed into one tiny ball of energy, only to be reborn, a universe anew."

But it is the young Witwicky who refuses to surrender to this notion. Most life in the universe is ephemeral, or so the Transformers are fond of observing, and so it is worth fighting for until the very end. And could there be a chance, Witwicky asks, of breaking the cycle?

Concern over the ever-growing signs of Unicronian corruption across the galaxy becomes compounded when Prime's task force confronts the new leader of the chaos-bringers—a devil named Galvatron.

Over the course of several losing battles for control over sectors of space that continue to encroach closer to Cybertron, the truth about Galvatron is revealed. He is actually Megatron, transformed by the power of Unicron and seduced by the promise of power to serve as the leader of the Unicronian forces.

An all-out battle between the forces of Unicron and the Transformers engulfs the galaxy. The forces of order are close to losing when Optimus Prime manages to convince Megatron that he will gain no power ruling under Unicron's heel.

In fact, there will be no universe if Unicron wins—his entire goal is a reality composed solely of chaos with no order to balance it. Matter will fly apart; nothing will live longer than an instant. There can be no Spark, and so there can be no essence or basis for life anywhere. In a universe reflective of Unicron, life — alien, human or Transformer—cannot exist. Like it or not, Megatron is and will always be a Transformer and he realizes that Unicron will never surrender—he will repeat the cycle again and again until he "gets it right."

Megatron tells Optimus that he will betray Unicron, and his subsequent actions will help to wipe the Chaos-Bringer's minions off the star map. But it comes at the cost of his life. Megatron is destroyed.

Megatron's final actions have helped the Transformers win the battle; it might cost them the war. Indeed, his true and final betrayal of Optimus Prime is quickly revealed, for in crushing the forces of Unicron, Megatron has unleashed a torrent of chaos so great that it has granted Unicron the energy he needs to be reborn! If Megatron cannot rule the universe, then apparently no one can.

Forced to retreat to Cybertron, the Transformers are unable to stop the chaos-god's inexorable onslaught. Thousands of Sparks are lost; thousands more are barely preserved in time. In a solar system littered by the floating, mangled parts of countless Transformers, all seems lost for Prime and his last remaining Autobot and Decepticon forces until…

…the grand battlefield is suddenly lit with the Spark of Quintus, Lifebringer of the Primes. It provides the ragtag squad of Transformers the time needed to protect Optimus Prime on his return to Cybertron.

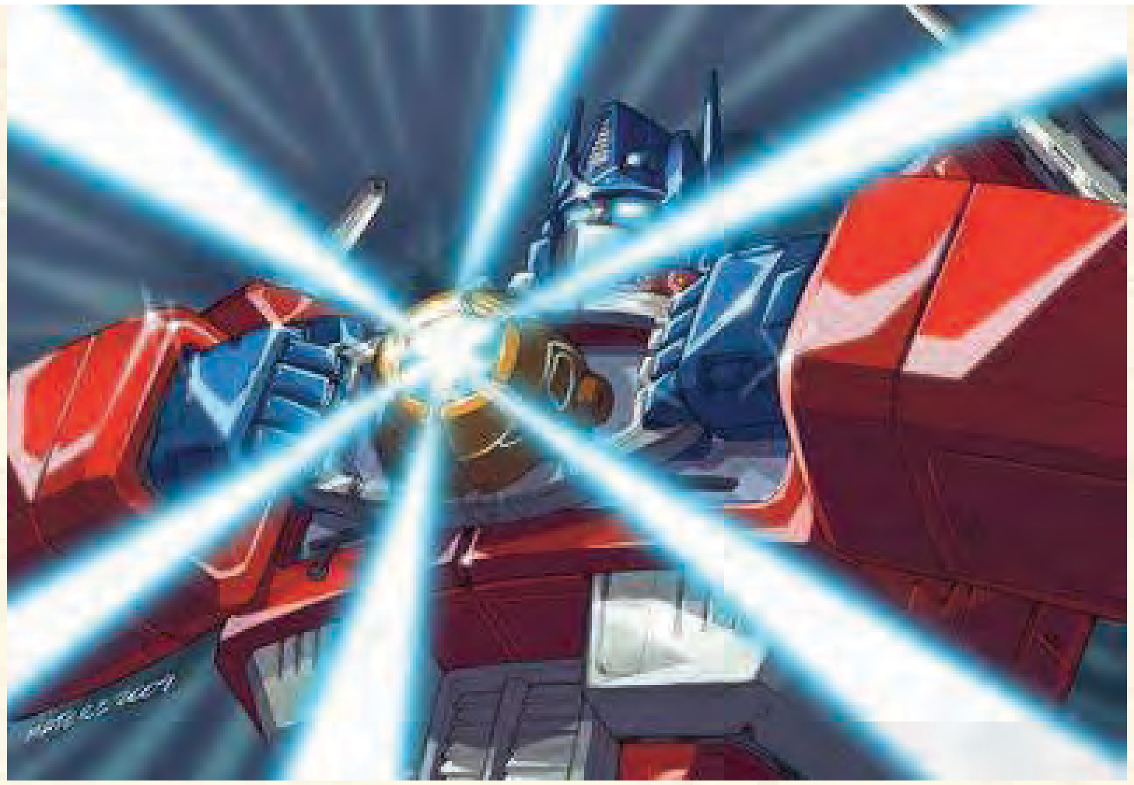
Optimus manages to reunite the Matrix of Leadership with the reformed Star Saber sword of Prima, revealing himself as the Thirteenth Prime. Using specific Sparks—including that of Megatron—he has collected from the fallen Transformers and stored within himself, he taps the power of the Well of Sparks to recreate the Twelve Primes in their pristine, original forms. Now, alongside Witwicky and the human race, an alien alliance, and what remains of the Autobots and Decepticons, they will stand in a last ditch confrontation against Unicron.

The final clash between the reconstituted Primes and Unicron requires the ultimate sacrifice on the part of Optimus Prime. He surrenders his own Spark so that Primus can be fully reawakened within the heart of Cybertron, transforming the entire planet into the only thing in the universe capable of defeating the embodiment of chaos—an equally omnipotent force for order and balance.

Now inhabited by Primus, Optimus Prime transforms one final time into Pax Ultimatum Optimus Prime, and directly attacks Unicron in a battle the likes of which the universe will never forget.

In the end, as the Transformers prevail and Unicron is repelled, the one *true* transformation is revealed to all. This was not about the end of the universe and the beginning of the next, at least not yet, and not as everyone interpreted it.

The defeat of not only Unicron, but also what he *stood* for, required a coming together of *all* life forms from across the galaxy. The struggle has forced them to become more than the sum of their parts. To transform into something new, into more than what meets the eye—a transformation of body and soul.



All are now One.

From this great unity arise the Ultimate Transformers, a new race that takes its likeness from the myriad life forms of the cosmos. They will explore the greater horizons of the new epoch and stand as guardians of the universe.

EPOCH XIII — A New Universe

Only one galaxy has been transformed and there's a great, big universe out there filled with countless worlds and species, many of which need to be freed from the shackles of ignorance and oppression. This is the job of the Ultimate Transformers.

For the betterment of all, balance will be achieved and lives will be transformed…one world at a time….

Optimus Prime vs. Megatron

THE FUNDAMENTAL CONFLICT OF TRANSFORMERS

The super-story of the *Transformers* Universe, (summarized above) portrays a story about free will and determinism, as repeated again and again over time; repeated until such time that change finally comes from a force powerful enough to lead events into a new pattern.

This moment of change and the ideological conflicts that create it occur between Megatron and Optimus Prime during the Autobot-Decepticon conflicts. Their lives are the critical moment when the Universe's path can be turned.

While at first glance Optimus Prime and Megatron want the same thing, peace, their methods and ideals are deeply different and represent the forces at conflict in the thematic underpinnings and metaphysical foundation of the *Transformers* Universe.

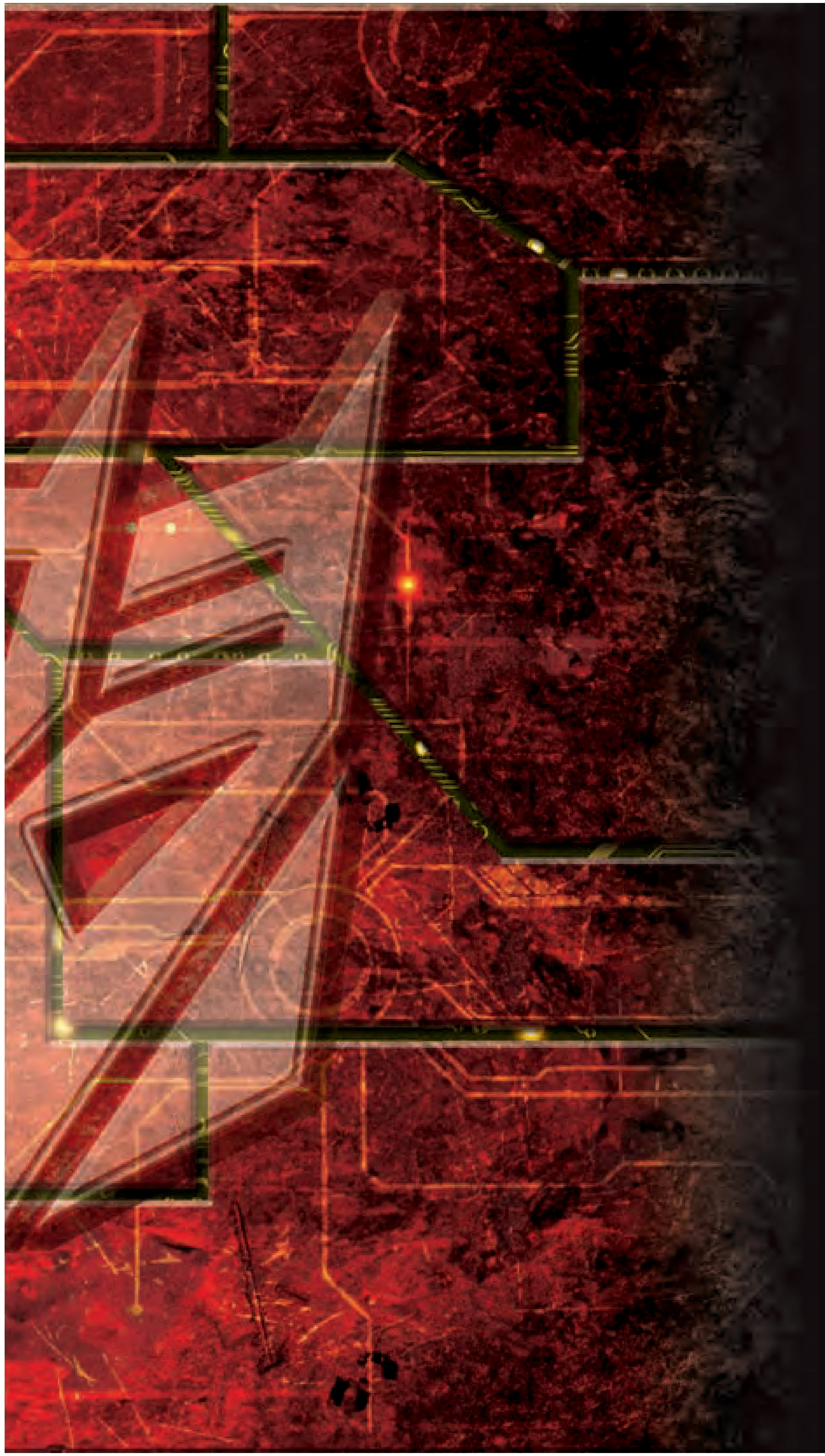
Megatron represents determinism, the belief that the patterns of the past will be repeated if individuals are allowed freedom, and therefore, peace can only be achieved by oppressing the vast majority under the thumb of a dictatorial leadership that prevents change.

Optimus Prime represents the interests of Free Will, also called libertarianism; that given freedom to exercise their innate Free Will, individuals will make the choices in the interest of the greater good. These individual decisions theoretically would create the changes necessary to gain and maintain peace, at least on a broad level, throughout the Universe.

Their story is also about two individuals, whose internal conflicts and personal choices are compelling on an emotional and personal level for audience members; while again, echoing the deeper themes and messages of the franchise as a whole.

From humble beginnings, as a data clerk and a lowly gladiator, the two fight together to liberate the oppressed of Cybertron. They disagreed as compatriots about methodologies and Orion Pax's (Optimus Prime's) carefully considered and egalitarian worldview led to his being granted leadership of Cybertron's forces. Megatron felt deeply betrayed, his reasons for fighting being as much tied to his feelings of personal helplessness and to prevent from seeming or becoming vulnerable to others. Rather than seeking a mutually beneficial resolution of their goals, Megatron chose to try wresting power from Cybertron's government and conquering the planet for his own ends. Yet, despite winning this war when Optimus Prime retreats from the planet, Megatron chooses to pursue Optimus obsessively, abandoning his kingdom. His maniacal quest continues despite hardship, dissent among his rank and file, and nearly killing himself several times. His desire to remove the only being who could still wield symbolic, if not actual, power over him on Cybertron, becomes the fundamental, flawed, impetus for everything he does.

They are characters with very human vulnerabilities within the carapace of seemingly immortal mechanical super beings. They are both amazingly powerful, and amazingly familiar. Their story mirrors the greater story of the *Transformers* Universe on a macrocosmic and microcosmic level, and this is why *Transformers* properties have been and should be driven by their conflict.



III

Heroes and Villains

Autobot Character Profiles

The Tiers demarcated in this chapter represent a hierarchy of character importance and use in storylines determined by Hasbro. A Tier represents Main Characters and Secondary characters that are almost always present in the stories in the Modern Era. B Tier are characters that are less commonly featured, continuing all the way down to G Tier characters that appear rarely.

This system does not preclude featuring less commonly used characters in their own storylines, but should be considered when crafting greater story arcs.

MAIN CHARACTER PROFILE

OPTIMUS PRIME

NAME: Orion Pax, Optimus Prime

TRANSFORMATION: Semi-Truck

ARCHETYPE: Hero

PERSONALITY: Decisive, charismatic, compassionate, a true believer, optimistic, dedicated, slightly naïve, too trusting

HISTORY: Originally known as Orion Pax, Optimus Prime united with Megatron during the initial Decepticon uprising. Megatron trained Orion Pax before he was revealed to be not just an outspoken advocate of change, but a violent terrorist; Orion Pax allied with Megatron on the political scene but never in terrorist attacks. His belief in peace, however, set him opposed to his former friend when the High Council gave him the title of Optimus Prime, but not the Matrix of Leadership; like the Arthurian sword in the stone, he had to pull it from the Core of Cybertron. Now called Optimus Prime, he was reluctantly forced to battle Megatron in the war, continued to their present day stranding on Earth.

SPECIAL ABILITIES: Total recall of all former Primes, Prime Sword

WEAPONS: Ion Cannon, energon weapon, sword, axe

COLORATION: red, blue

DISTINGUISHING FEATURES: The Matrix of Leadership

ALLIES AND ENEMIES: Leader of the Autobots, Friend of Prowl, Friend of Ultra Magnus, Nemesis of Megatron

HUMAN CONNECTION: Transformer Liaison of [New NEST Group], New Witwicky

PRIMARY POLARITY: Primian

COMPLIMENTARY POLARITY: Alphanian

Optimus Prime is the embodiment of the noble leader, putting the needs of others ahead of his own. His entire life is dictated by an internal code of ethics, and his powers are always bent towards ensuring the rights of "freedom for all sentient beings." He comes from humble beginnings and has followed the path of the hero to that of the sovereign, mastering himself and becoming the leader of the Autobots.

He is intensely loyal to his friends, but he is not afraid to speak his mind and back up his opinions. As leader of the Autobots he maintains an air of dignity and quiet contemplation, he does not let his guard down often. He believes that someone can always be redeemed, though they have to make their own choice to do so.

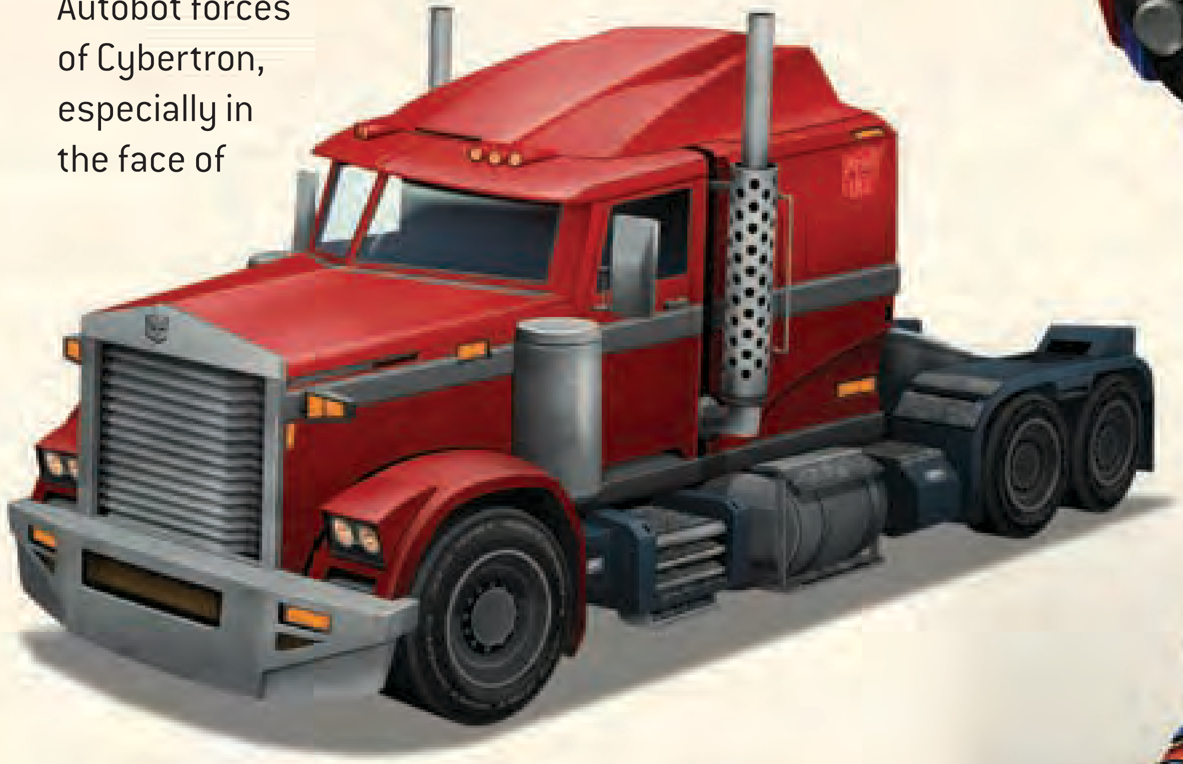
Beginning his life as Orion Pax, a data clerk in the Iacon Hall of Records, he had an innate love of history and a thirst for knowledge that served him well throughout the rest of his life. He sees the cycles of history, and how they are being repeated all the time in the situations he encounters. He is always looking to learn something new from his experiences and believes that the life experiences of every living being are valuable to observe.

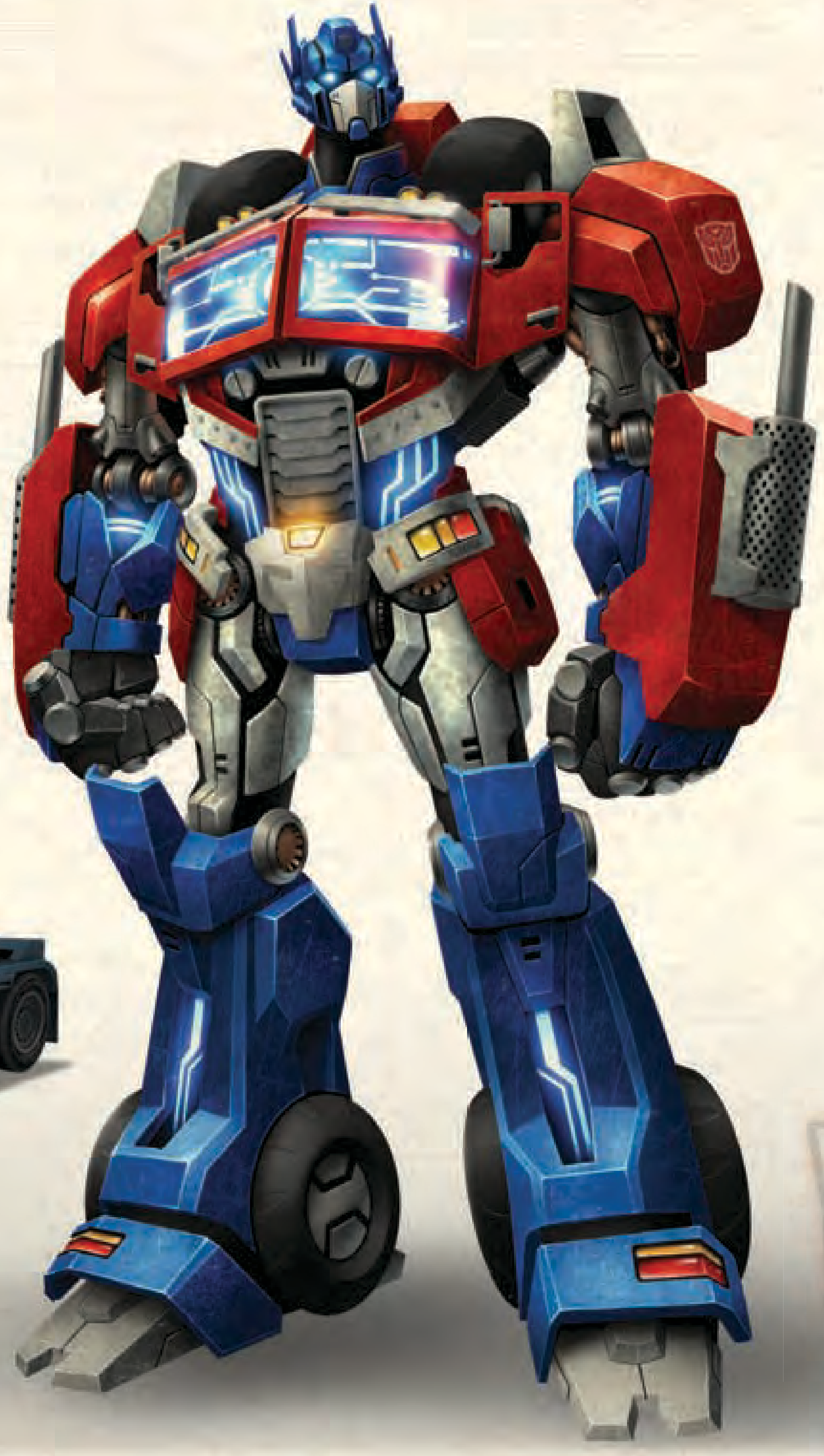
Early on in life he connected with Megatron, seeing the nobility of his cause. Orion Pax worked from his position at the Hall of Records to place subversive propaganda for the Decepticons' cause, even arguing in its early days that the movement should call themselves Autobots, referencing the individual freedoms that they stood for. Megatron overruled him, as he was wont to do when he felt threatened by Orion Pax's measured words and quiet charisma.

Orion Pax was not yet confident in his own personal power; he threw himself completely into causes, but did not take a leadership role for himself. He often served as a shaman figure to Megatron, explaining and defending his actions and directives to those who found them unpleasant or obtuse, helping to strengthen Megatron's power and the force of his movement. Despite his commitment, he often differed with Megatron, and argued strongly with him about the use of violence and his desire to prevent collateral damage.

Orion Pax's support of Megatron reached its apex when he stood before the High Council of Cybertron and defended the ideals and the necessity of the Decepticon cause. He spoke eloquently, using the full strength of his passion and elocution in order to convince them. He proved himself in that moment as a leader, one who was more reasonable and diplomatic than Megatron. He was still unaware of his skill and it came as a major shock when the Council declared Orion Pax leader of Cybertron's forces, giving him the new name, Optimus Prime.

The Council of Cybertron believed in Optimus Prime, but convincing the newly christened Autobot forces of Cybertron, especially in the face of Megatron's full-fledged revolution, was another story. Optimus's insecurity undermined his early leadership,





eventually forcing him to retreat from Cybertron as the only means left of one day saving it from the Decepticons.

As the Autobots were preparing to escape Cybertron, the call to action came and Optimus Prime chose to risk all of himself in order to save Cybertron from a great foe, corruption from Dark Energon. Optimus stood before Megatron and fought him to a standstill before Megatron overcame him through deceit and released the Dark Energon into the core of Cybertron. Because of his willingness to sacrifice everything for Cybertron, the planet rewarded his nobility by bestowing upon him the Matrix of Leadership, the key to the planet's transformative capabilities.

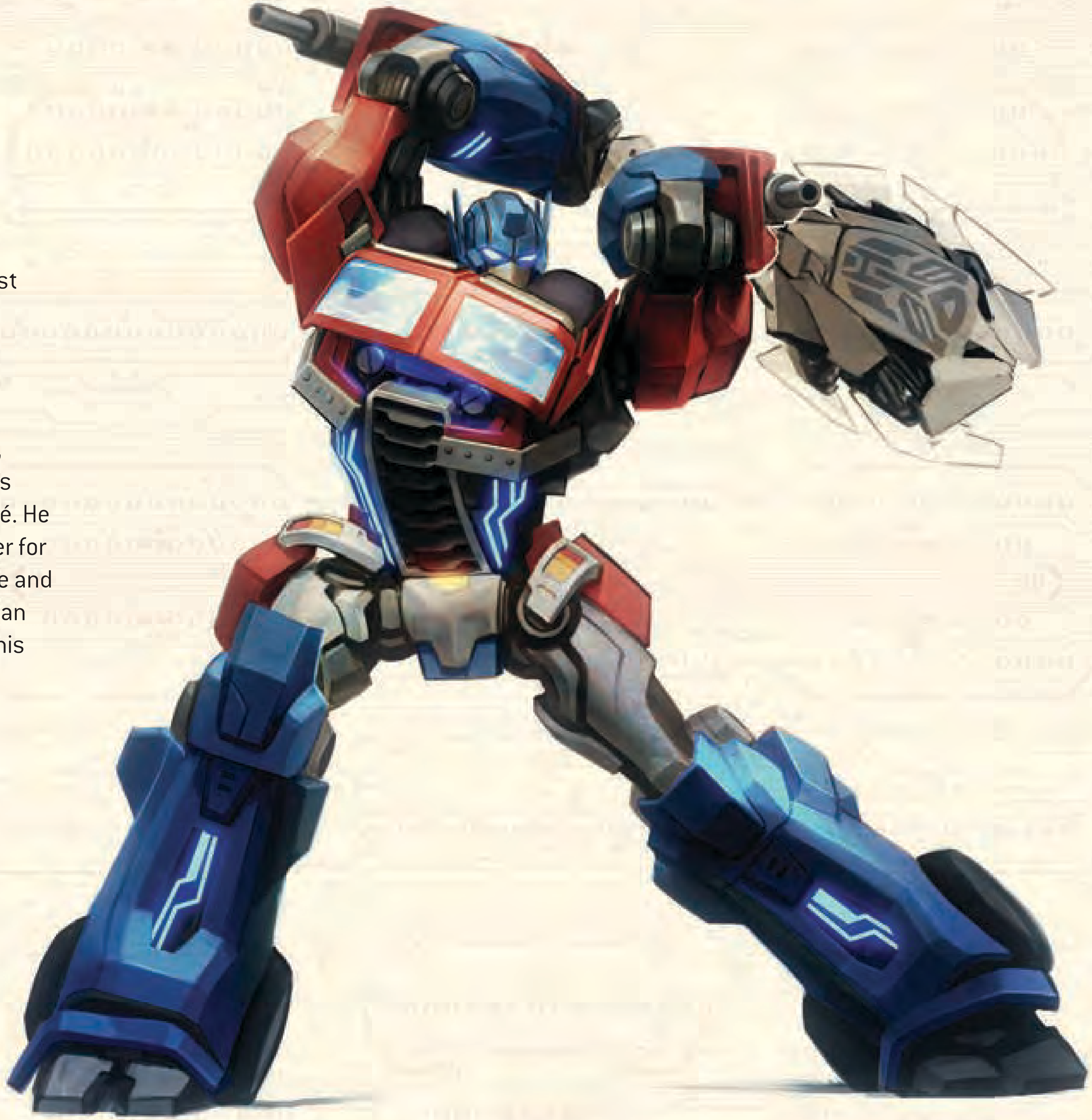
He is empowered by the planet to be physically powerful in whole new ways, but more importantly, he finally accepts that he is a leader, and his new confidence mends what was lacking in the Autobots. They retreat from Cybertron with a new hope that under the sound leadership of Optimus Prime they can return to Cybertron and someday prevail.

In the Modern continuity, Optimus is an unquestioned and capable leader. Yet, once again, he is vulnerable. During the Exodus of the Autobots, pursued by Decepticons across the Milky Way, Optimus Prime cements his power and the Autobots become a solid fighting force, united by Optimus's quest for liberty.

Once on Earth, Optimus is granted a wealth of knowledge, both boon and burden, by the AllSpark. This provides Optimus tremendous information, but for the first time in thousands of years, he becomes vulnerable while trying to integrate the full span of Transformers history. With the aid of those around him, Optimus will have to use the skills he learned as a data clerk, looking at the patterns of history and applying it to his present to learn from the past and create a new future.

POLARITY IMPLICATIONS

Prime is the embodiment of Prima, a heroic figure whose gallantry was sometimes undercut by his naiveté. He is also clearly Alphanian, his hunger for knowledge and capacity to analyze and interpret how history and legend can be used in his own context show this polarity strongly.



MAIN CHARACTER PROFILE

BUMBLEBEE

NAME: Bumblebee

TRANSFORMATION: Muscle Car

ARCHETYPE: Regular Guy

PERSONALITY: Fun, quick-witted, down-to-earth, brave, self-conscious, slightly immature

HISTORY: Bumblebee is the youngest Autobot fighting on Cybertron and most inexperienced of all Transformers on Earth. His exuberance and youthfulness have served him well in connecting with human beings, making him fast friends with the Witwickys and others.

SPECIAL ABILITIES: Civilian and Combat Modes

WEAPONS: Hand cannon, Stinger missiles

COLORATION: yellow, black stripes

DISTINGUISHING FEATURES: Continuously malfunctioning voice box

ALLIES AND ENEMIES: Friend of Ratchet, Jazz

HUMAN CONNECTION: Autobot ambassador to humanity, friend of [The New Witwicky], friend of Sam Witwicky

PRIMARY POLARITY: Nexian

COMPLIMENTARY POLARITY: Solean

Bumblebee is a really cool guy. An exuberant and energetic adventurer, his effusive charm delights those around him and lends a certain optimism and cheer to all he encounters. He is a young Transformer, one of the newest recruits to join the Autobots before their retreat. He looks up to Optimus Prime as a father figure, and has given himself wholeheartedly to the idea of freedom for all sentient beings.

He is less physically powerful than many Transformers, but his enthusiasm for battle and his speed make him a solid warrior. His biggest stumbling block is his inexperience and naïveté, which sometimes get him into trouble when he leaps before he looks.

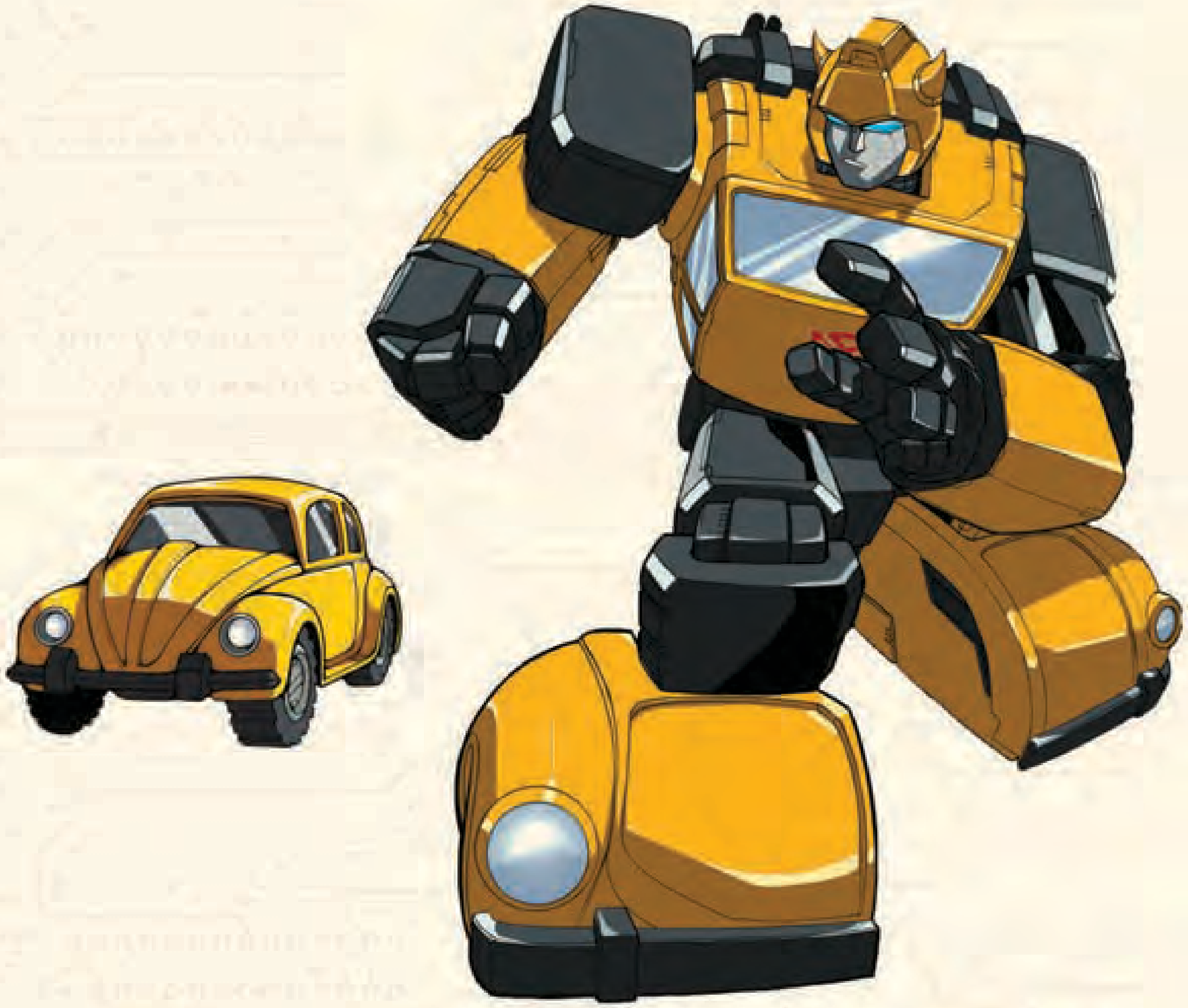
His greatest quality is his open mind; he is willing to see past little things, like being from different planets, to become friends quickly and deeply with humans. His friendship with humans help the Autobots learn about human nature, and what they have to offer, as well as earning them allies on the planet Earth.

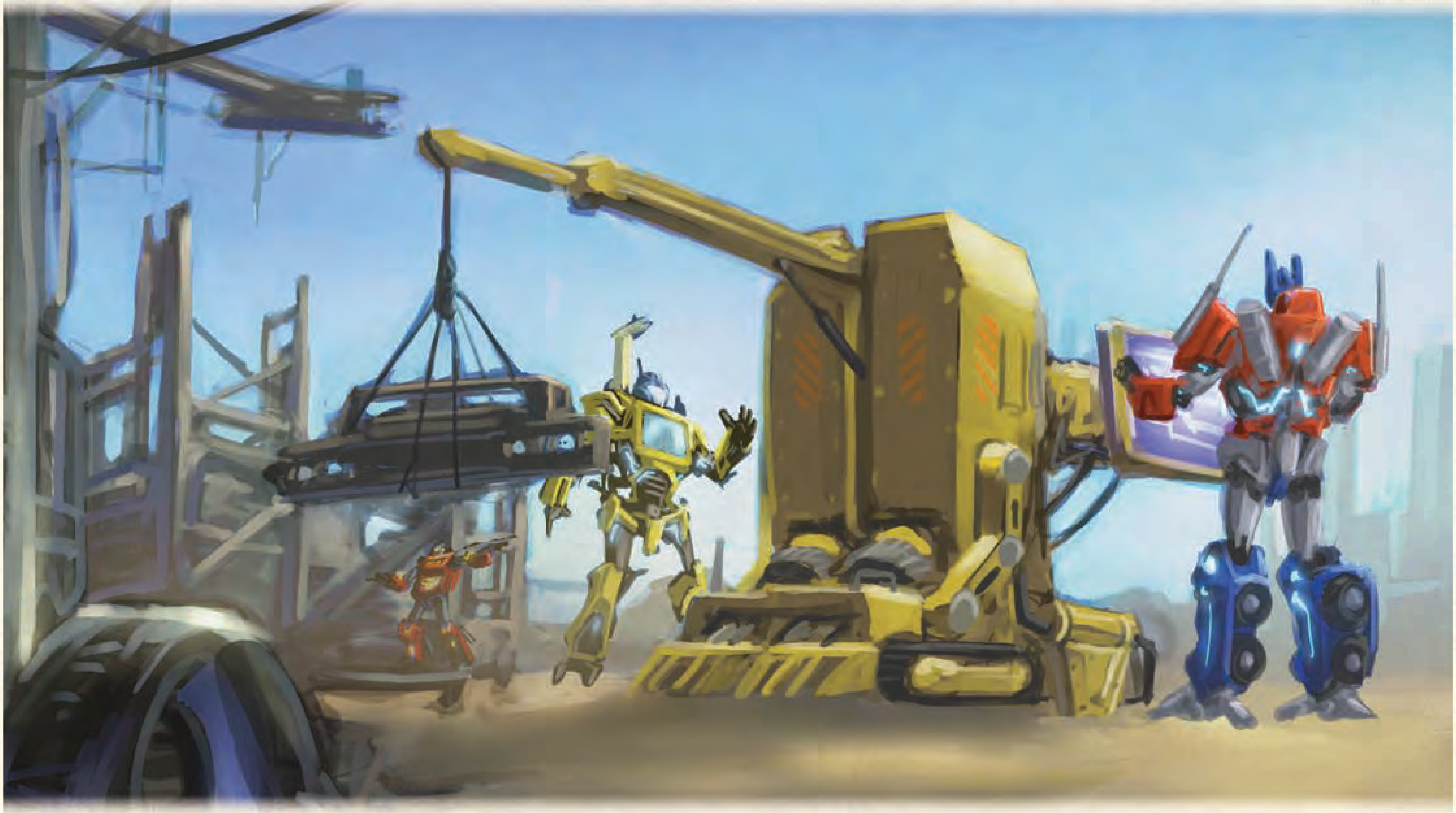
Bumblebee is a heroic character that embodies the journey of the child just discovering the *Transformers* Universe. A true friend, a daring warrior, a nifty transforming robot, and a guy that a kid can identify with, Bumblebee leads the audience through the property as “new recruits” discover a connection with these magnificent mechanical beings.

Bumblebee will continue to progress as a warrior, having a heroes journey of his own as he learns to wield his power fully and steps up to fight for what he believes in, his friends and the greater good of the Universe.

POLARITY IMPLICATIONS

Bumblebee is daring, compassionate, emotional, and unpredictable, just like Nexus Prime. His empathy and earnest battle skills are also indicative of Solus Prime.





AUTOBOTS
CHARACTER PROFILE

WINDBLADE

NAME: Windblade

TRANSFORMATION: Jet Fighter

ARCHETYPE: Caregiver

PERSONALITY: Introspective, straighforward, brave, impatient, inexperienced

HISTORY: One of the first Camiens to return to Cybretron, Windblade is now the Cityspeaker for Titan, making her an adversary of Starscream.

SPECIAL ABILITIES: Cityspeaker (can speak with Titans)

DISTINGUISHING FEATURES: "Stormfall" sword, tattoos on face to emulate and mark devotion to Caminus

ALLIES & ENEMIES: Friend/Superior of Chromia, friend of Ironhide, Cityspeaker to Metroplex, rival of Starscream

HUMAN CONNECTION: None

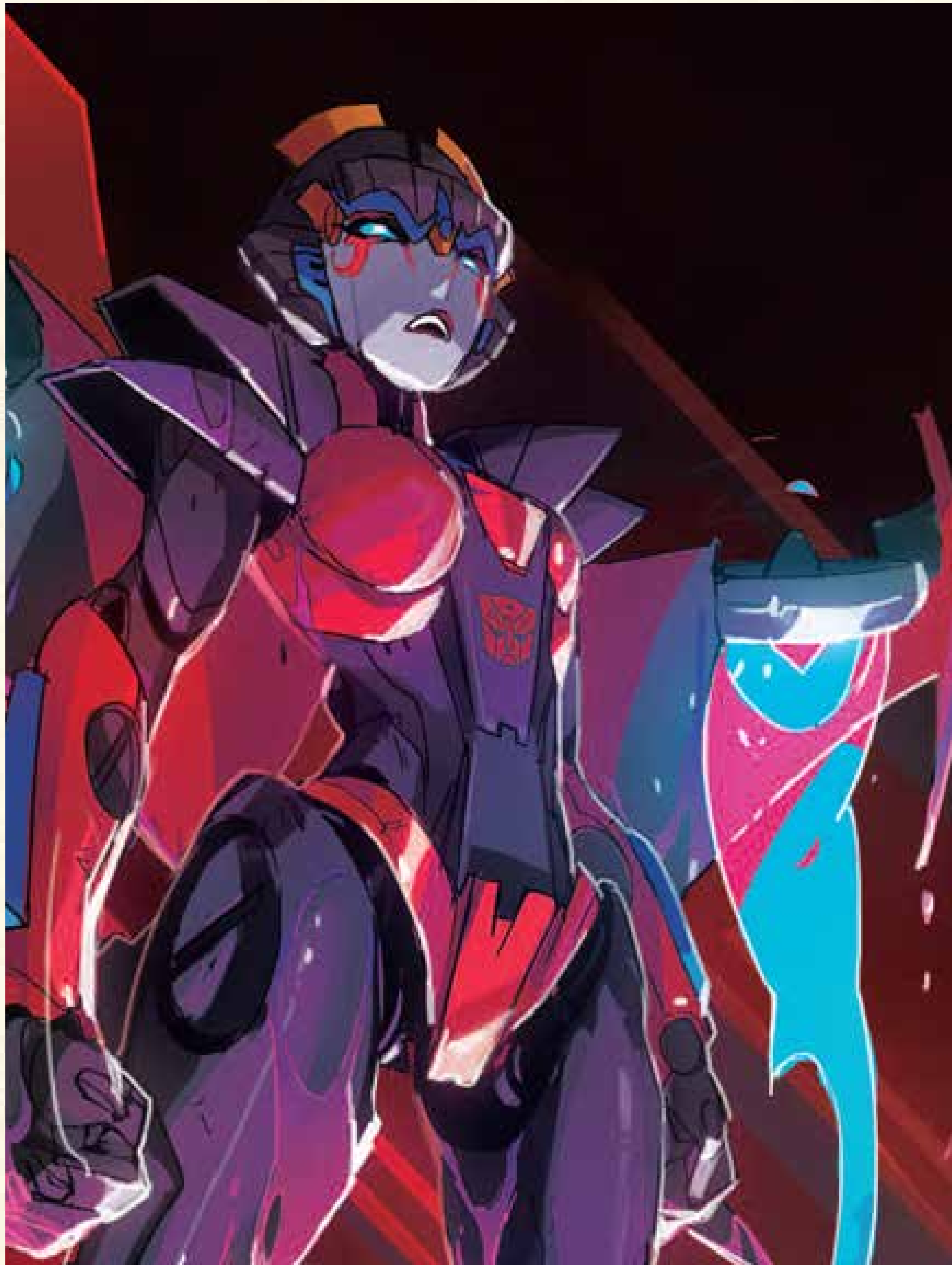
PRIMARY POLARITY: Alchemian

COMPLIMENTARY POLARITY: Primian

Windblade is a true believer, a servant of peace, and a knight for Cybertron. She lacks any real desire for acclaim, though her youth and inexperience can sometimes mask those aspects under a form of naïveté. She listens to others, works with them, and always tries to use reason when everyone else has abandoned it. This focus can sometimes blind her to the machinations of those around her, but Windblade refuses to let the darkness of the world subsume her.

When that doesn't work, Windblade uses her turbine-hilted sword Stormfall to solve matters once and for all. She's a brilliant tactician and an above-average duelist with a style that is unorthodox for Transformers. Rather than simply beating her opponents into submission, she typically lets them think they are in control and then capitalizes on their mistakes with swift, precise counterattacks. She's not the strongest Transformer, but she doesn't allow anything to stop her, even when she's up against a far more powerful opponent.

Windblade can sometimes come across as conceited because she is unashamed of her skills. In addition, she grew up on Caminus ages after the start of the



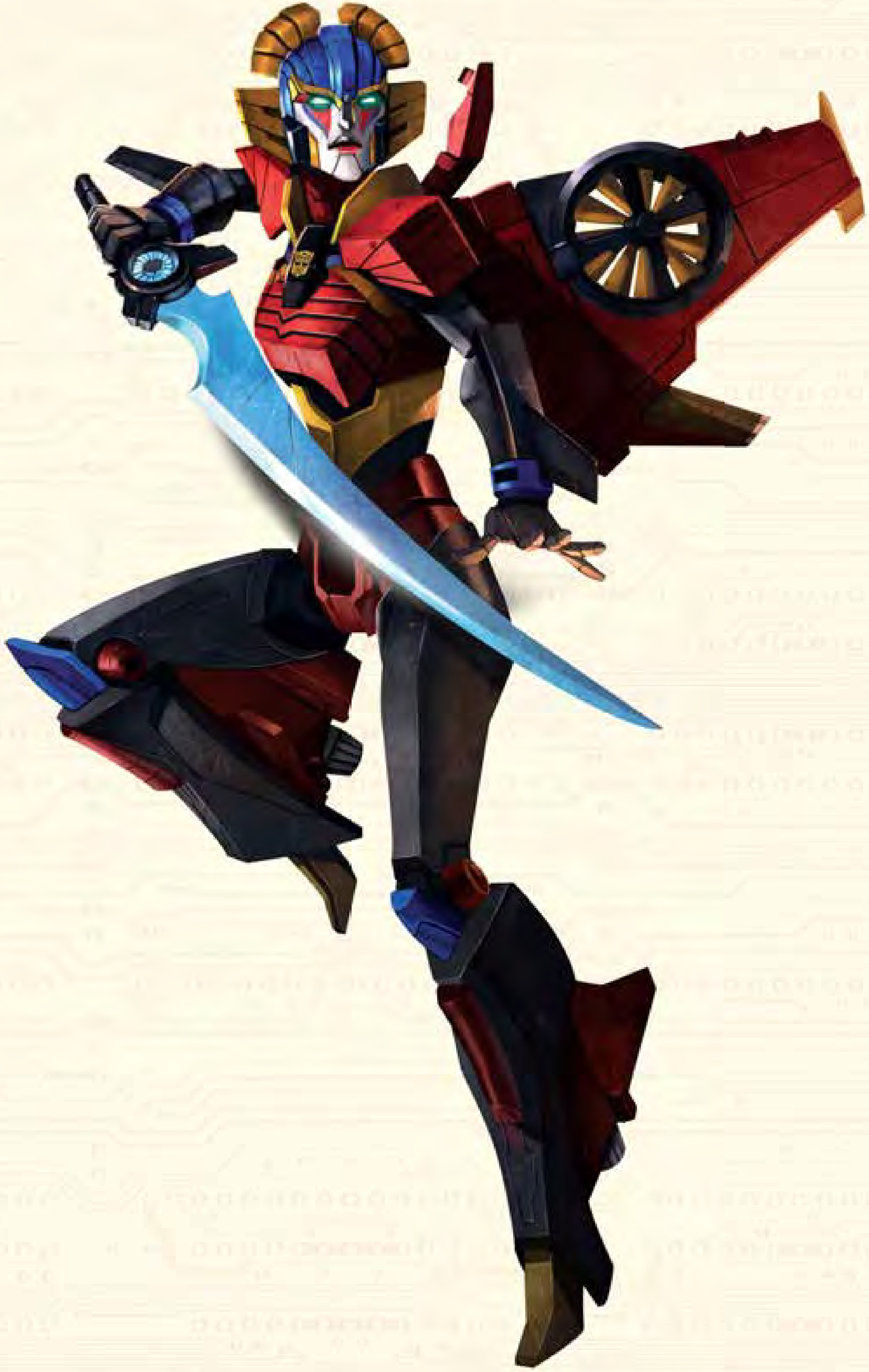
AUTOBOTS
CHARACTER PROFILE

Civil War and is still treated as an outsider by many in Cybertronian society. Her unfamiliarity with many social customs only heightens this. She and most other Camiens were too distant to take part in the war, so some view her with distrust.

Regardless, Windblade is now a central figure in Cybertronian society. She is a Cityspeaker, a Cybertronian who speaks with and for a Titan, Metroplex. Her teachers considered her too “centered” around herself to ever succeed in this role, but Windblade has proven herself. Her first priority is always Metroplex, or peace, in a more abstract way, even though she revels in practicing her dueling techniques with her friend, Chromia.

POLARITY IMPLICATIONS

Windblade is the prototypical Alchemian: an observer and recorder of life, and a believer in the simplicity of truth, action, and word. She’s straightforward and unpretentious, as well, but her belief in righteousness and honesty shows the influence of Prima, as does her naïveté.



AUTOBOTS
CHARACTER PROFILE

STRONGARM

NAME: Strongarm

TRANSFORMATION: Police SUV

ARCHETYPE: Innocent

PERSONALITY: Eager, curious, earnest, justice-minded, youthful, stubborn, just wants to please, rushes into any conflict

HISTORY: This cadet joined Bumblebee on a ride-along, which turned into an unexpected trip to Earth. She portected that planet from escaped Decepticon prisoners for many years.

SPECIAL ABILITIES: Limited holography

DISTINGUISHING FEATURES: Sirens, emergency vehicle flashers

ALLIES & ENEMIES: Ally of Bumblebee, ally of Sideswipe, ally of Grimlock, ally of Fixit, enemy of Underbite, enemy of Steeljaw

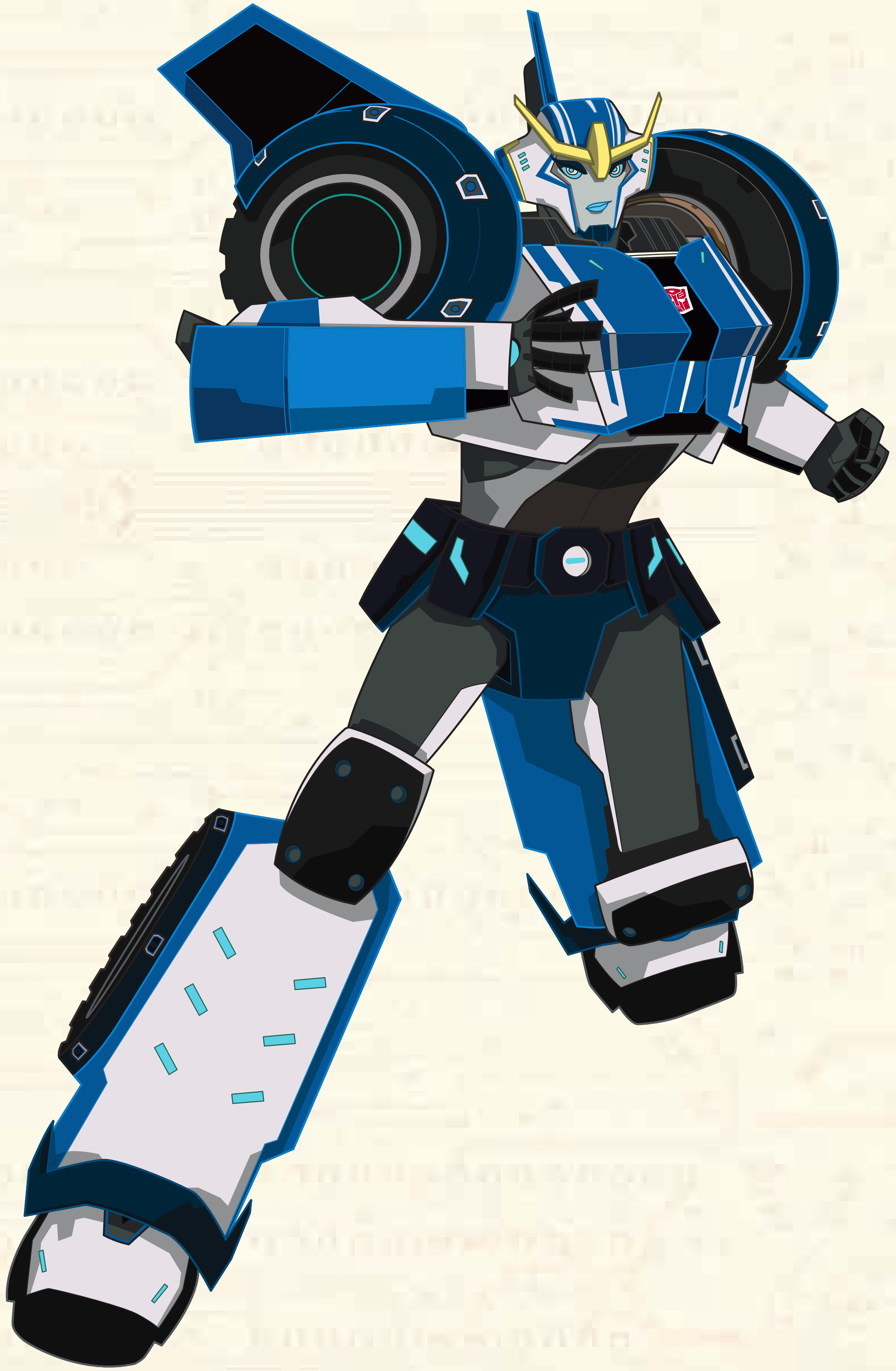
HUMAN CONNECTION: Ally of Denny and Russell

PRIMARY POLARITY: Alphanian

COMPLIMENTARY POLARITY: Vectorian

The best way to describe this Autobot cadet is “eager.” Strongarm is keen to show her knowledge, her skills, her toughness, and her insight. Sure, she’s young, but she’s no shrinking violet. She even memorized the Academy codebook and placed near the top of her class. Strongarm grew up listening to the heroic exploits of Optimus Prime, Bumblebee, and other Cybertronian heroes. She still drops whatever she’s doing when she gets a chance to learn a new tale of those mighty warriors. In her heart, she wants to be just like them, and that means embodying the ideals of the Autobots to the letter.

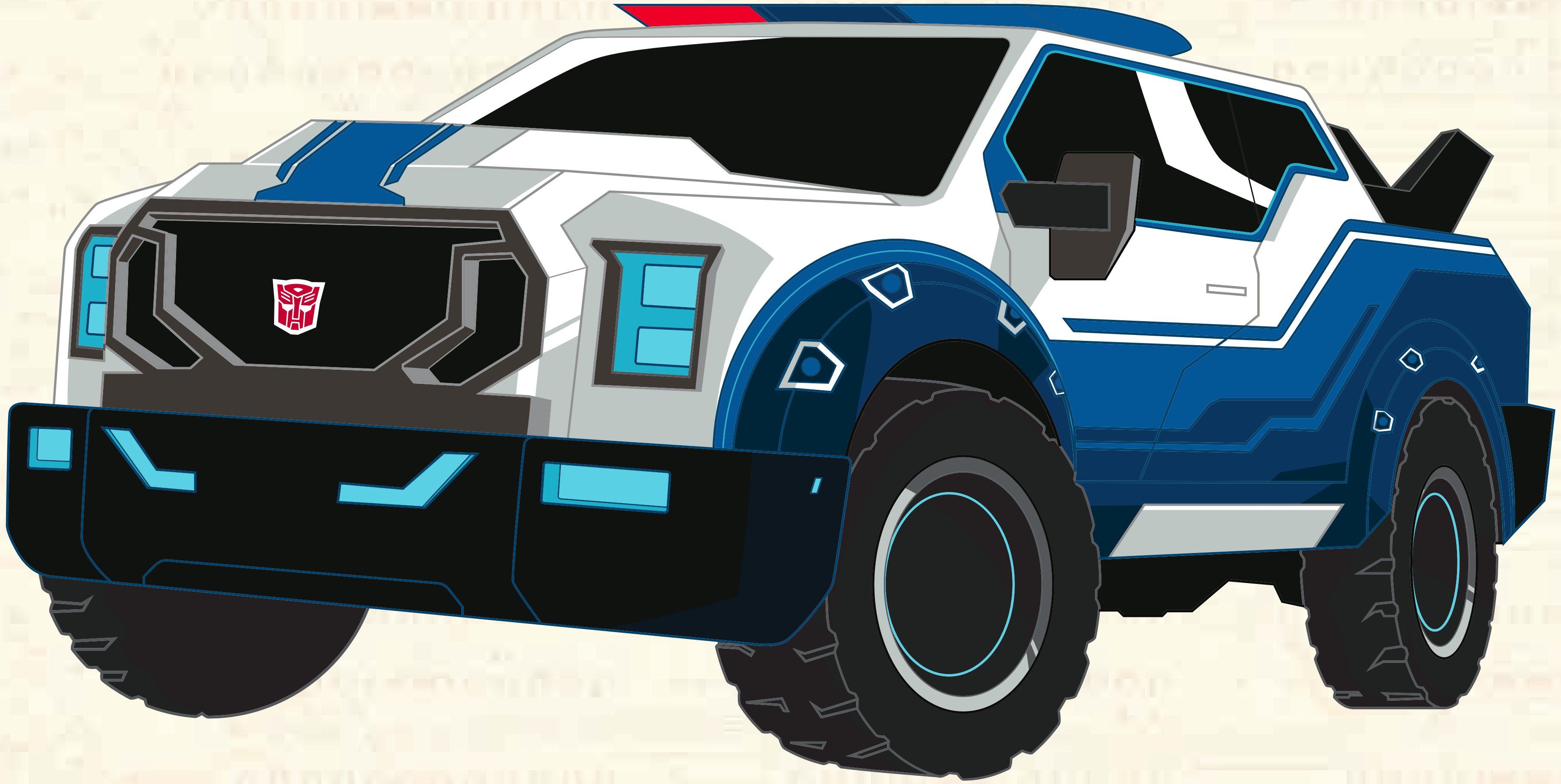
The real world isn’t quite as black and white as Strongarm once believed. That means that she occasionally needs to bend the rules to get what she wants. Strongarm would never break the law, but if she wanted to join in the fight against a horde of Decepticons instead of babysitting Rusty...well, if that boy happened to “escape” toward the battle, Strongarm would need to follow along in order to protect him. That’s part of the regulations. Yes sir.

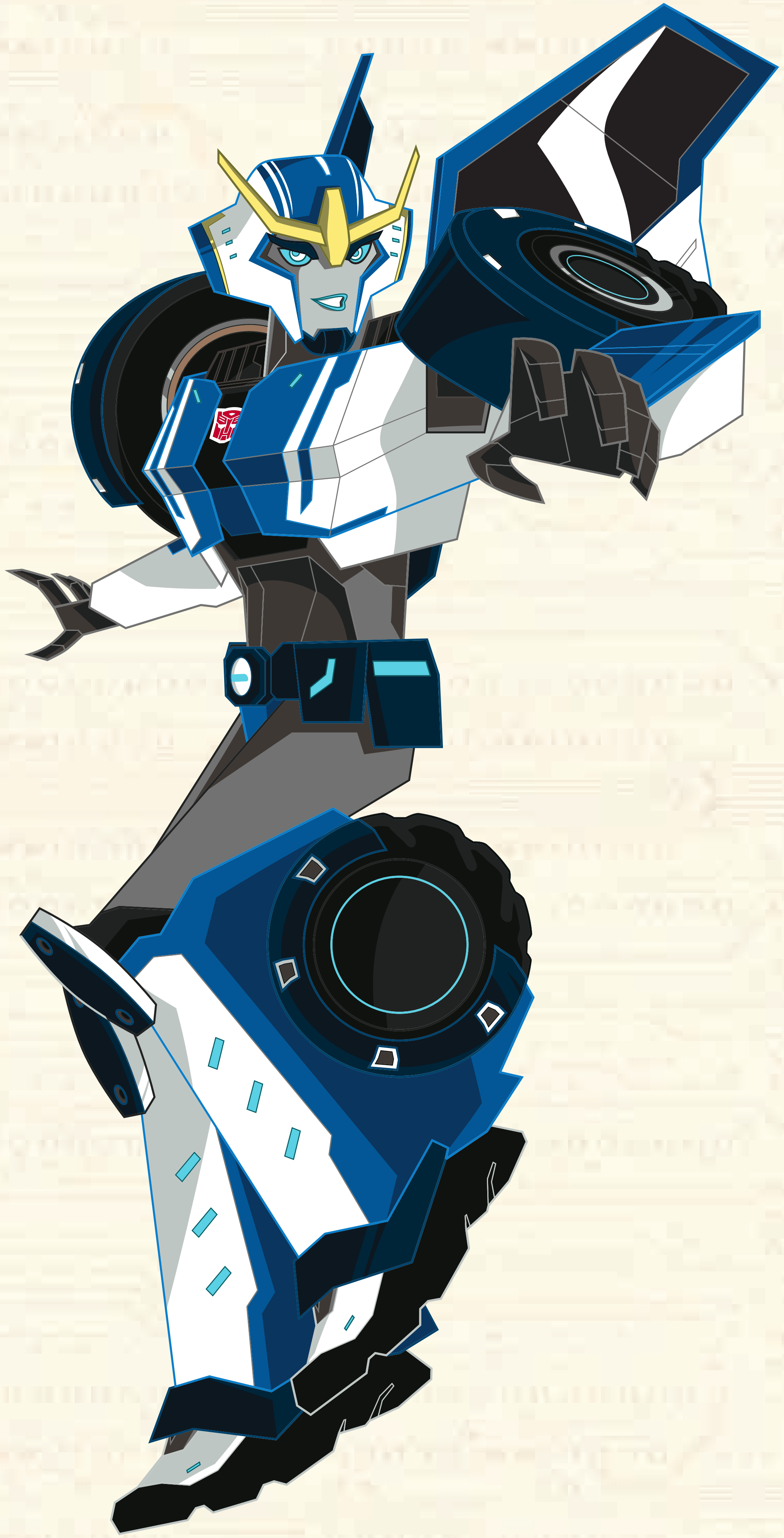


AUTOBOTS
CHARACTER PROFILE

POLARITY IMPLICATIONS

Alphanians like Strongarm are responsible, meticulous, knowledgeable, and exact. Their expectations of others can also make them somewhat hypercritical. Strongarm is not nearly that bad, as she is influenced by Vector Prime. This tempers her narrow-mindedness with heavy doses of resoluteness and a strong belief in the peace of the status quo.





PRIMAL

NAME: Primal

TRANSFORMATION: Gorilla

ARCHETYPE: Hero

PERSONALITY: Down-to-earth, loyal, gallant, strategic, brazen, expects the best

HISTORY: Primal commanded the Axalon, a spaceship which crashed onto Earth in ages past. He and his shipmates were stranded on Earth for many, many years.

SPECIAL ABILITIES: None

DISTINGUISHING FEATURES: Beast Transformer, missile/morningstar Transformable weaponry

ALLIES & ENEMIES: Leader of the Maximals team, friend to Cheetor, enemy of Predacons

HUMAN CONNECTION: None

PRIMARY POLARITY: Leigeian

COMPLIMENTARY POLARITY: Onyxian

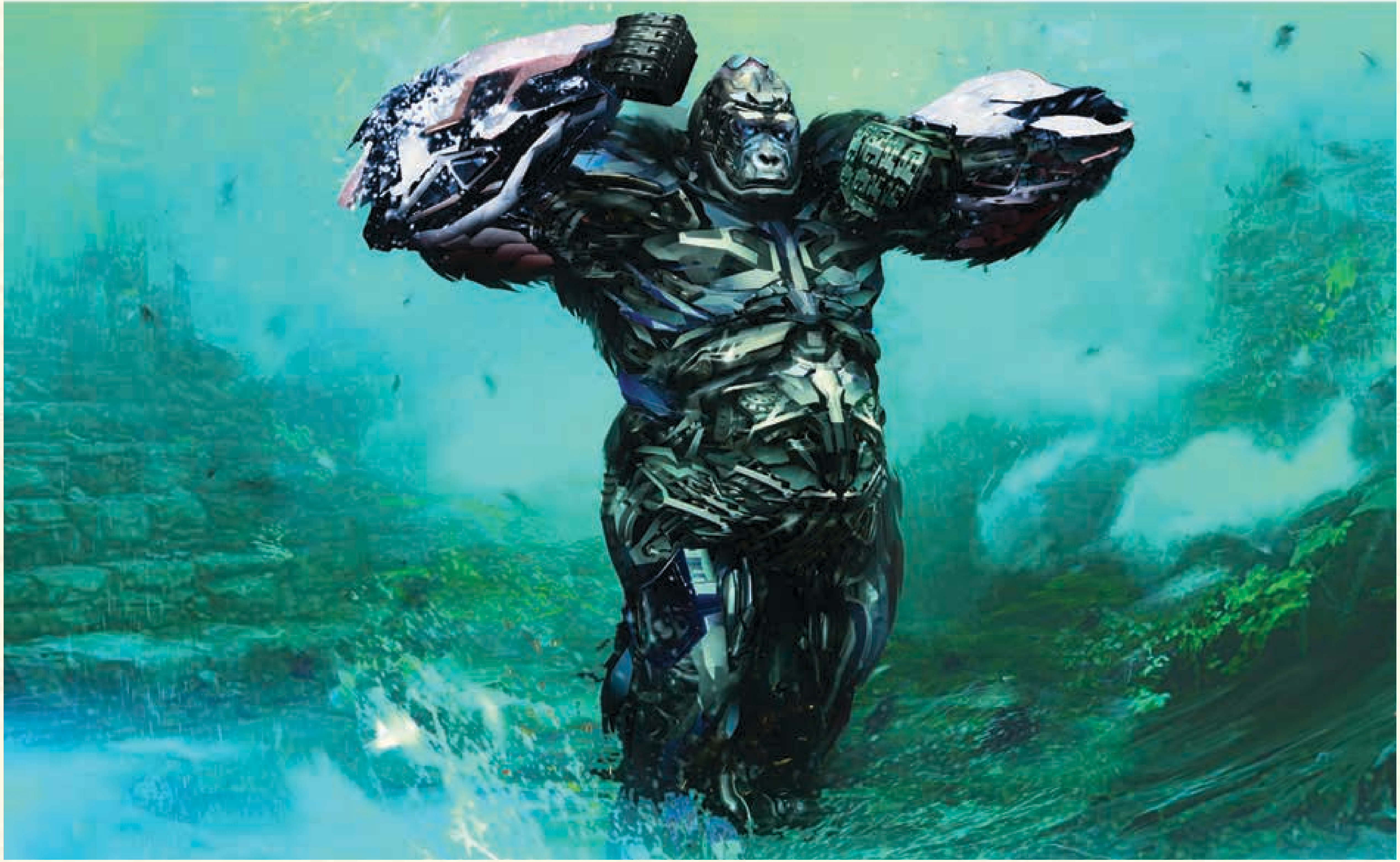
Primal is not a statesman like Optimus Prime, nor is he a tyrant ruling by fear like Megatron. Primal inspires others by getting things done with his brain and his brawn. He never hedges. He never wavers. His only guidelines are honor and justice, but when things get tough, he's more than willing to think up an unorthodox loophole to get himself out of a jam. More than that, he expects the best out of his team because he himself settles for nothing less than perfection. This explains why the only time he feels depressed is when he lets others down.

This is due, in part, to the fact that Primal was a young captain when he was marooned on Earth with his team of Beast Transformers. Their mission—to peacefully expand Cybertronian interests—became one of simple survival. The Maximals had been cut off from the rest of Cybertronian society, so Primal had to make sure that everyone made it home. He took on an immense amount of responsibility leading his team into battle against the Predacons during their many years away from their home planet.

Primal's fighting style is directly related to this conflict. His immense physical strength can do wonders in a one-on-one fight, but due to his lack of speed, he had to learn to use Earth's environment in order to deal with multiple enemies. Uprooting trees to use as weapons, hurling boulders (or other Transformers) into a horde of enemies, diverting the course of an entire river: anything can become a weapon in his hands. It is said that this, as much as his leadership, led to the Maximal's victory. The details of that war, however, are as yet undiscovered. Some maintain that Primal may still be on somewhere Earth in a state of suspended animation, waiting to be revived when he is needed most...

POLARITY IMPLICATIONS

Primal is somewhat affected by the animalistic nature of Onyx Prime, especially in that he wears his heart on his sleeve. His Leigeian aspect is much more influential. This Transformer is shrewd, charismatic, and a born tactician, all aspects of the latter polarity.



CHEETOR

NAME: Cheetor

TRANSFORMATION: Cheetah

ARCHETYPE: Trickster

PERSONALITY: Overly confident, cocky, witty, impulsive, lacking in self-discipline,

HISTORY: A crewmember of the Axalon, which was lost on Earth for countless years.

SPECIAL ABILITIES: Super speed, uncontrollable precognition

DISTINGUISHING FEATURES: Beast Transformer, tail-whip/rifle

ALLIES & ENEMIES: Lieutenant of the Maximals, under his friend Primal, enemy of Predacons

HUMAN CONNECTION: None

PRIMARY POLARITY: Onyxian

COMPLIMENTARY POLARITY: Megatronan

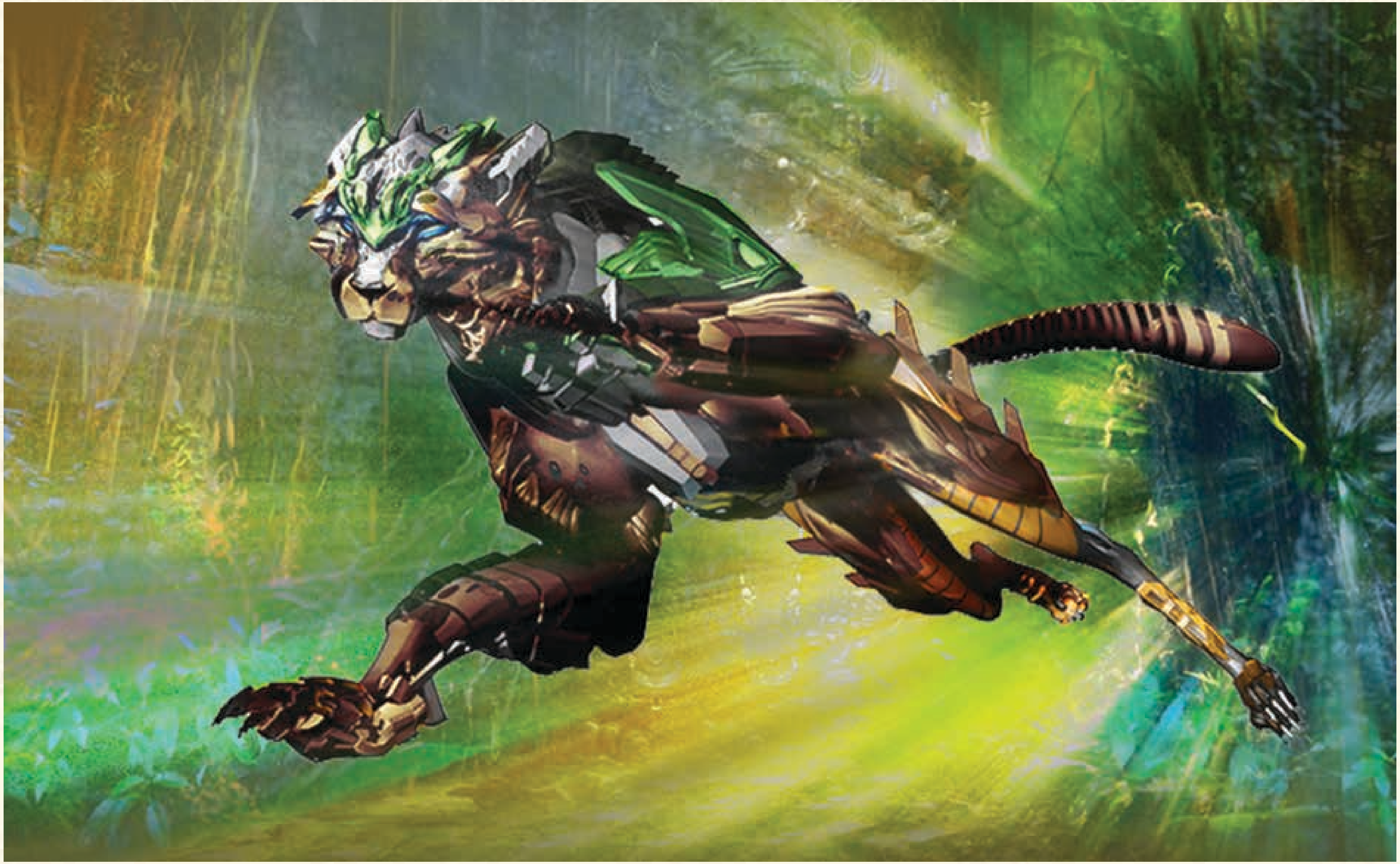
The young think that they will live forever, which explains Cheetor's attitude about life. He's super-fast. He's tough. He can handle more than most. He has a tail that can turn into a rifle or a whip. He is also armed with the confidence of a battle-tested warrior and the body of a young Cybertronian. Others think that he bites off more than he can chew. Cheetor thinks that there's little he can't gnaw his way through.

Beyond that, Cheetor is an intel and recon master, serving his closest ally (and idol) Primal and their Maximals team in battle against the Predacons through their many years on Earth. His impulse-control can sometimes leave much to be desired, but he is an ally that can be trusted to follow orders when given them. Indeed, his greatest strength is in being able to find out what the enemy is up to without being caught.

All of this comes at a cost. Cheetor has limited precognition: visions of the future come to him unbidden and at any time. Sometimes this is helpful, such as right before combat. It is less advantageous when it happens during a battle. Cheetor usually tries to play this off but it actually deeply rattles him. A few of the things he has seen are terrifying, and he can only affect them somewhat through his actions. Regardless, Cheetor keeps his greatest attribute—his stalwart ability to soldier on despite his dread—a secret. He worries that others will mock him for his fear. He worries about being mocked for anything, really.

POLARITY IMPLICATIONS

Cheetor is more affected by his Onyxian polarity than Primal. This Transformer is proud, loyal, and misunderstood, especially in that his nobility balances his arrogance. The Megatronan in him also means that he dreams big but can sometimes doubt himself, even though he'd never show such uncertainty to others.



DRIFT

NAME: Drift

TRANSFORMATION: Sports Car; Helicopter

ARCHETYPE: Explorer

PERSONALITY: Composed, dedicated, intense, outwardly dignified, inwardly wayward

HISTORY: A street-urchin turned merciless killer, Drift ws once the Decepticon known as Deadlock. He switched allegiances, changed his form, and now wanders the galaxy, righting wrongs wherever he finds them.

SPECIAL ABILITIES: Triple Changer

DISTINGUISHING FEATURES: Transformable pair of katana from his body

ALLIES & ENEMIES: Ally of Hot Rod, ally of Kup, ally of Ratchet, ally of Blur, former friend of Turmoil, enemy of Gigatron

HUMAN CONNECTION: None

PRIMARY POLARITY: Nexian

COMPLIMENTARY POLARITY: Alchemian

Some Transformers believe in fate. Drift isn't one of them. He's a master of his own destiny, having literally reshaped himself from the Decepticon known as "Deadlock" to his current form thanks to technology from a hidden, ancient sect of Cybertronians known as the Circle of Light. That happened halfway through the Civil War, thousands of years ago, yet Drift has yet to get over the atrocities he committed while serving Megatron. He took up a code to help redeem himself and gave up being weak-willed. He has a purpose. He refuses to kill or let anybody sway him from his goals.

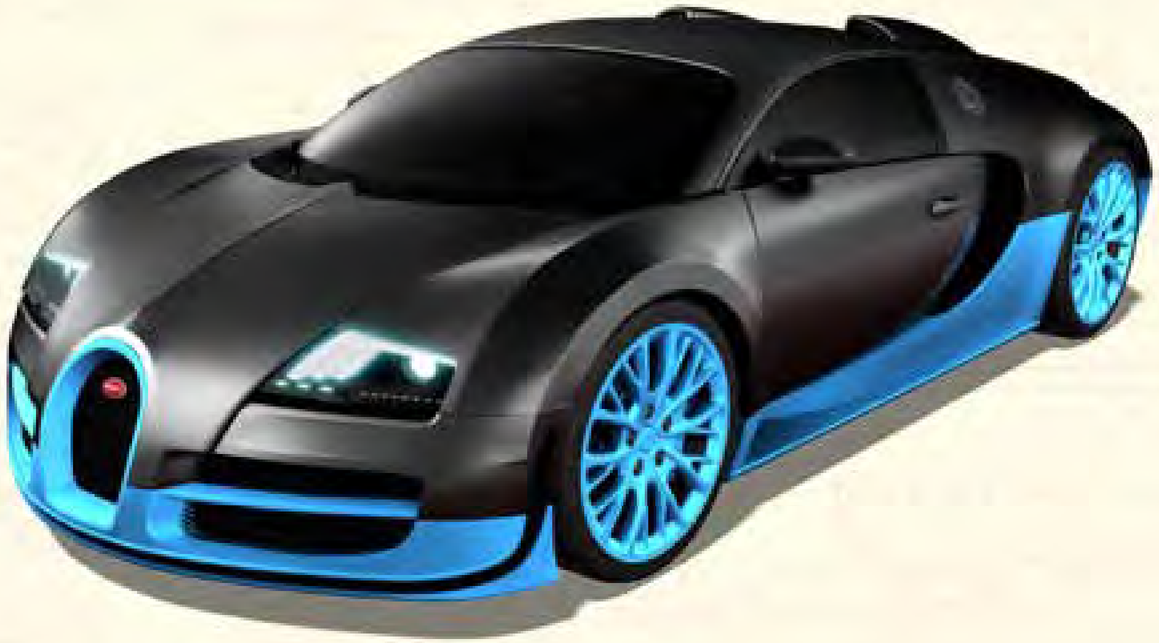
All that being said, Drift is not vain. He can come across as arrogant only because he likes things a certain way. He's the kind of bot that will refuse to repair his ship because "it's just the way [he] likes it." More than that, he loves what he knows and knows what he loves. That does not include mayhem or chaos. Drift tries to maintain a sense of calm even in the heat of battle.

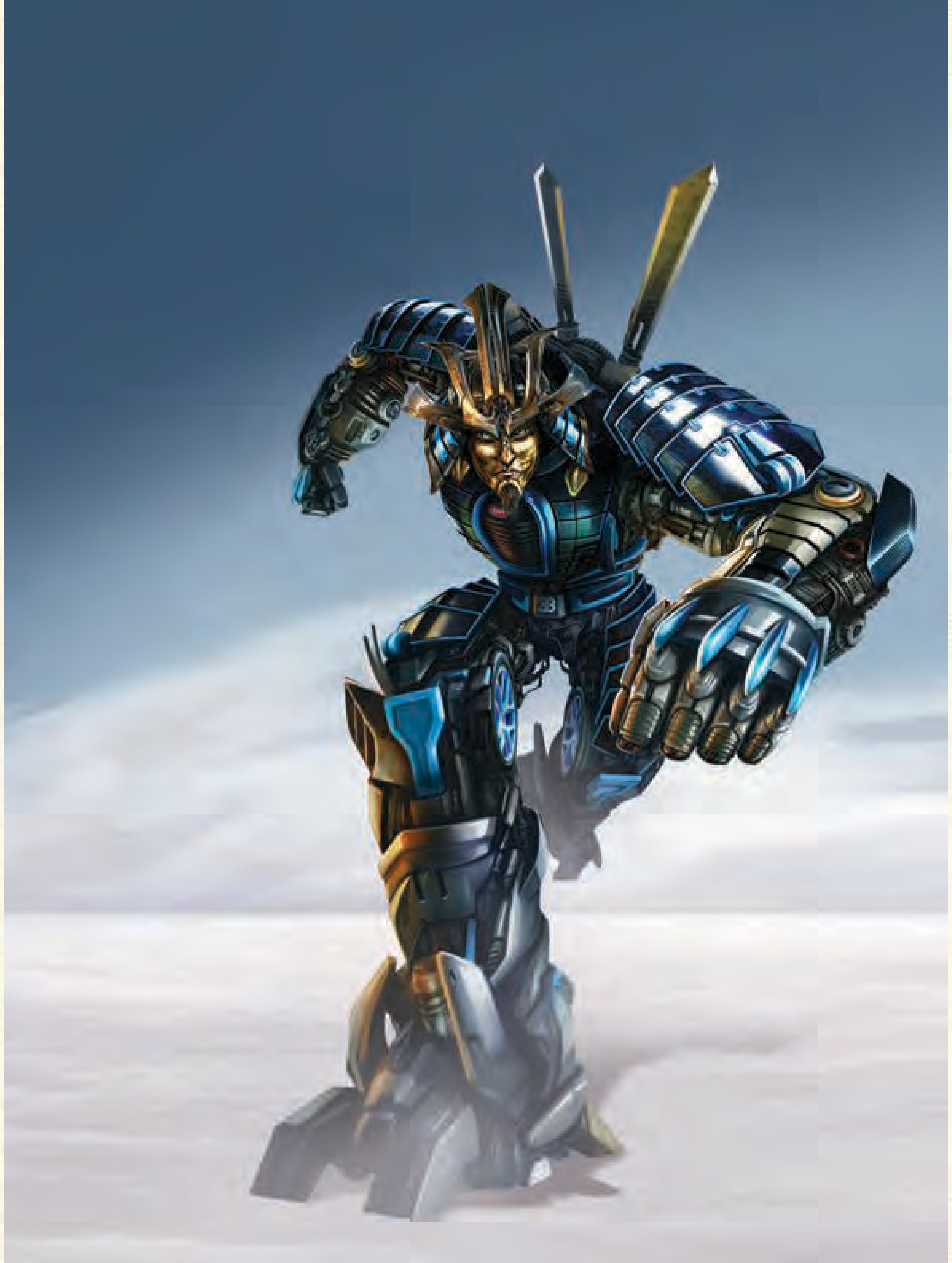
For a while, Drift traveled the outer regions of space, using his katana and his sense of determination to free planets that were still subjugated despite the Cybertronian peace treaty. Before that, he wandered bio space as a sword-for-hire, only taking jobs that he felt matched his credo. Now he works for the Autobots as a precision operative, using his stealth over brute force in order to take down a target before enemies even realize he's there. He's more ninja than samurai

when it comes down to it. Regardless of the specific objectives, Drift never hesitates to join the fray. Maybe he's hoping to die a glorious death? Or perhaps he simply doesn't trust anybody else to get the job done right? He might be considered a ronin, except he does have a master: himself.

POLARITY IMPLICATIONS

Those influenced by the sign of Nexus Prime, like Drift, are daring and sincere, a little unpredictable, and at times misunderstood. Drift's Alchemian attributes moderate the excesses of this part of his nature, in that his simplicity leads him to be more straightforward than the average Nexian.





AUTOBOTS
CHARACTER PROFILE

NAME: Hound

TRANSFORMATION: Army Defense Tactical Vehicle

ARCHETYPE: Sage

PERSONALITY: Battleworn, wary, easily angered, honor bound

HISTORY: Hound fought in multiple wars on Cybertron and across the Galaxy, but he spent many of his later years on Earth, protecting humans under orders from Optimus Prime.

SPECIAL ABILITIES: None

DISTINGUISHING FEATURES: Shotgun-favoring gunner, large array of weaponry that can combine into larger guns

ALLIES & ENEMIES: Friend of Crosshairs, ally of Drift, ally of Optimus Prime, enemy of Lockdown

HUMAN CONNECTION: Protector of the Yeager family

PRIMARY POLARITY: Alphanian

COMPLIMENTARY POLARITY: Onyxian

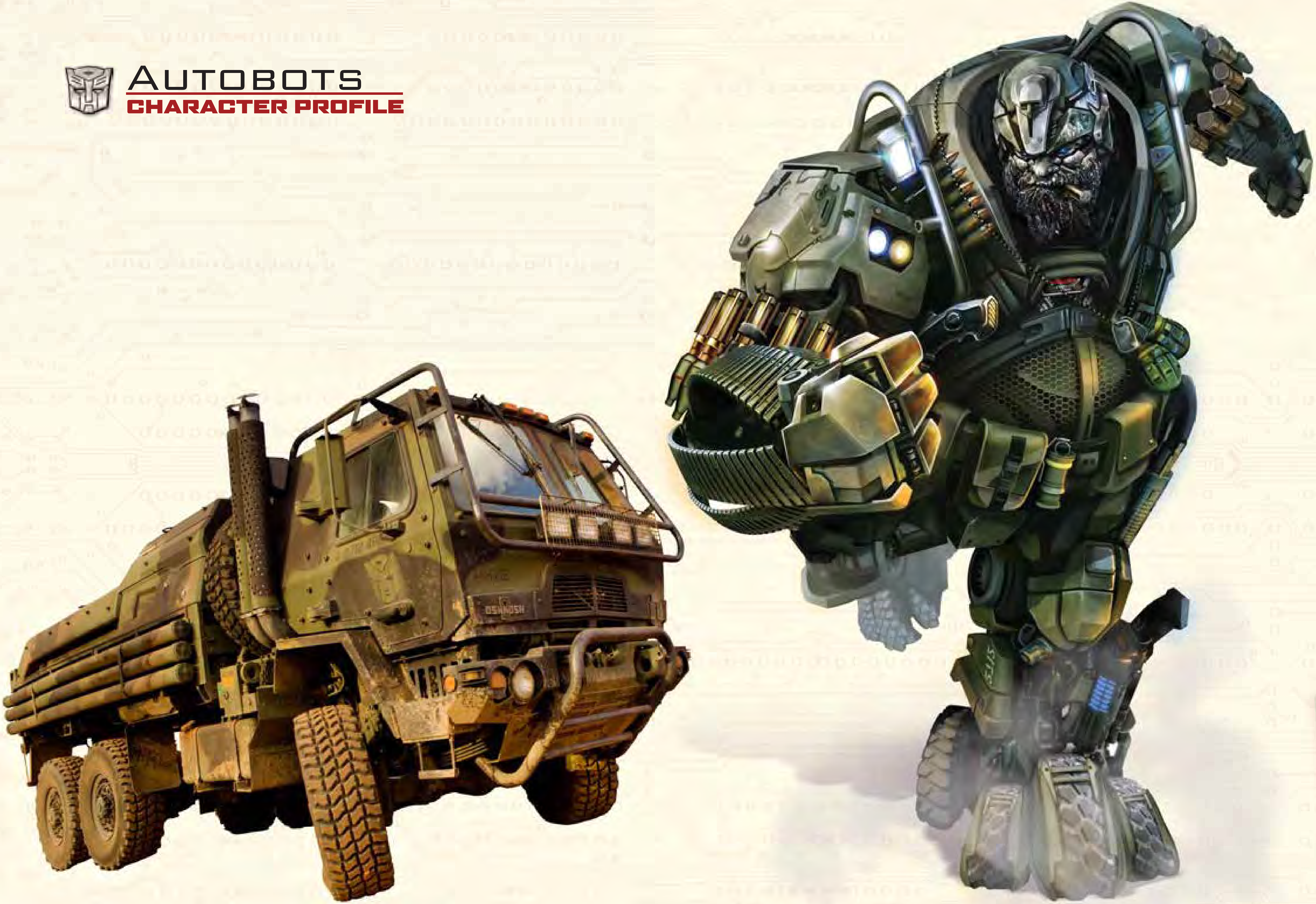
A veteran of numerous conflicts including the Cybertronian Civil War, Hound wishes he was the bot that others came to for advice, but his temper often gets the best of him. He remembers the wonders of his home planet from before the conflict and has seen a lot of death and destruction since, but he wants Cybertronians to remember the good and the bad of their history. Alas, he's not very compassionate about it all. He's an angry soldier who's seen more than his fair share of violence. That has turned this once stoic warrior into a bit of a loose cannon who hides his vulnerability behind a wall of bravado. Others tend to be wary of his outbursts, but Hound always respects the chain of command, even when it is to his detriment or that of the mission.

Hound came to Earth early after it's discovery. He spent many years working on solo scouting missions or helping Crosshairs. The two swapped war stories and tried to one up another but became friends, which helped when they—along with all of the Autobots—had to go into hiding after the Battle of Chicago. He later took part in the events surrounding the Battle of Hong Kong but remained on Earth under orders from Optimus Prime. He continues to serve in this role as both gunner and recon operative, able to discover Intel just as readily as he can dish out punishment thanks to his endless supply of shotguns, miniguns, pistols, and grenades that can combine into a punishing "super" gun.

POLARITY IMPLICATIONS

Hound wears his heart on his sleeve and is zealous in his pursuit of Autobot goals, but his Onyxian polarity is overshadowed by his alignment toward Alpha Trion. He suffers no fools, and his meticulous nature lends him to be the one who is assigned duties that require lots of personal responsibility.

AUTOBOTS
CHARACTER PROFILE



A-TIER
CHARACTER PROFILE

IRONHIDE

STAT BOX

NAME: Ironhide

TRANSFORMATION: 4x4 Truck

ARCHETYPE: Warrior

PERSONALITY: Gruff, ornery, prefers action to words, loyal, optimistic, zealous

HISTORY: Ironhide was one of the first volunteers to Optimus Prime's cause, despite his rough upbringing on Cybertron. He lost many friends to the Decepticon rebellion, but continues to fight by Prime's side on Earth.

SPECIAL ABILITIES: Built extremely tough

COLORATION: black

DISTINGUISHING FEATURES: Arm cannons

ALLIES & ENEMIES: Lieutenant to Optimus Prime

HUMAN CONNECTION: Leader, US Special Forces Envoy for Transformer-to-human conflict

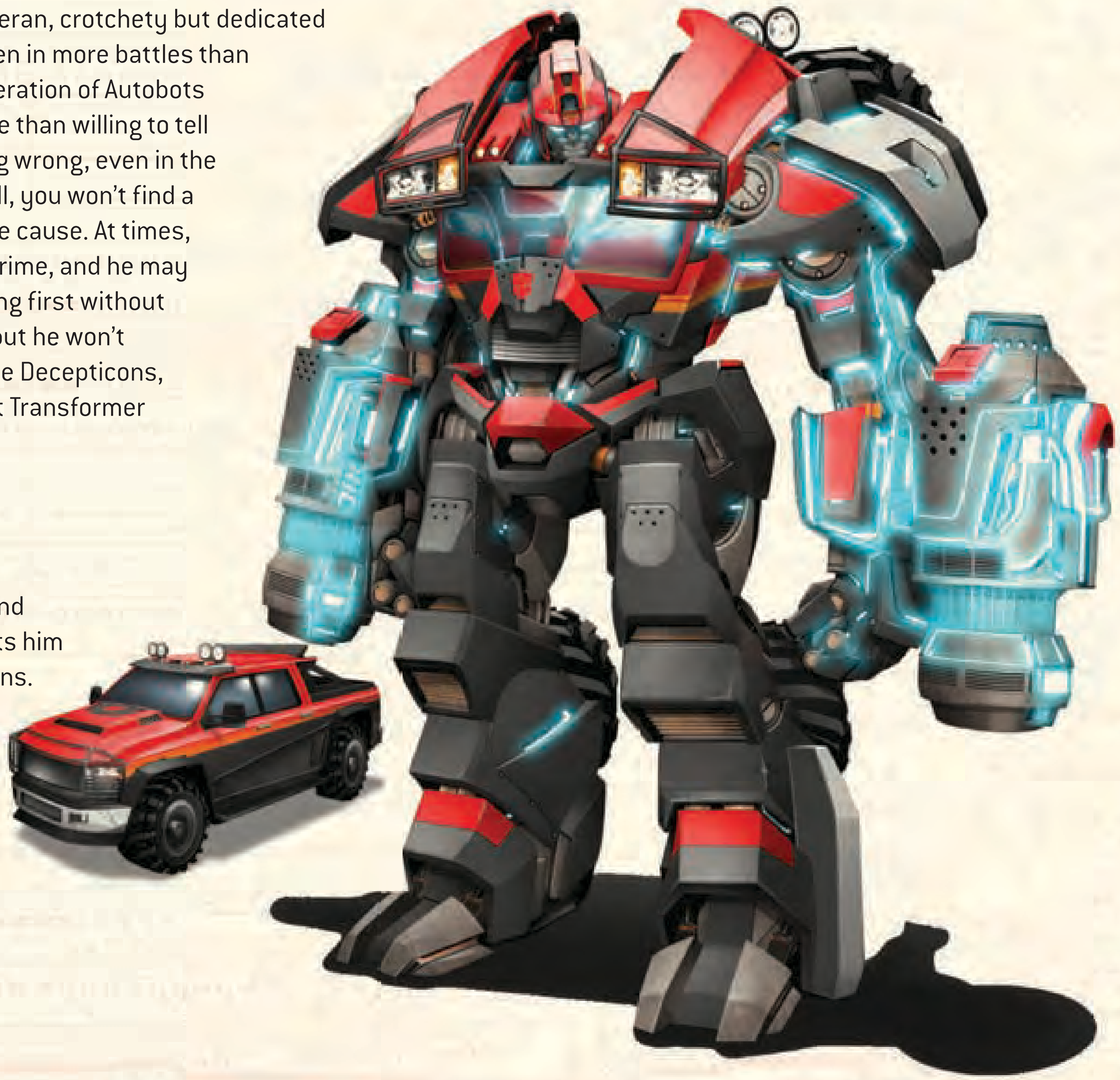
PRIMARY POLARITY: Alphanian

COMPLIMENTARY POLARITY: Onyxian

Ironhide is a classic veteran, crotchety but dedicated to his cause. He has been in more battles than all of the youngest generation of Autobots combined and he's more than willing to tell them what they're doing wrong, even in the middle of a firefight. Still, you won't find a more loyal warrior to the cause. At times, he may disagree with Prime, and he may charge into the fray firing first without asking any questions, but he won't ever back down from the Decepticons, not even if he is the last Transformer standing.

POLARITY IMPLICATIONS

Ironhide's meticulous and hypercritical nature puts him in the realm of Alphanians. His sometimes-arrogant dedication shows Onyxian influence on him as well.



A-TIER
CHARACTER PROFILE

JAZZ

NAME: Jazz

TRANSFORMATION: Sports car

ARCHETYPE: Sage

PERSONALITY: Stylish, loud, friendly, enthusiastic, pushes the line, selfless, overly obsessed with Earth culture, party animal when the time is ripe

HISTORY: Jazz was one of the premier Autobot warriors on Cybertron, so when Prime needed volunteers for the Ark, Jazz immediately signed up. Though he dies on Earth, Ratchet was able to later restore him to life. His love of human customs and friendly attitude make him one of the most liked Transformers among his human contacts.

SPECIAL ABILITIES: Photographic memory, chameleon, sociologist

DISTINGUISHING FEATURES: Speaks in slang, plays music from Voice Box

ALLIES & ENEMIES: Sub-commander of Optimus Prime, friend to Bumblebee

HUMAN CONNECTION: Transformer cultural ambassador to Earth

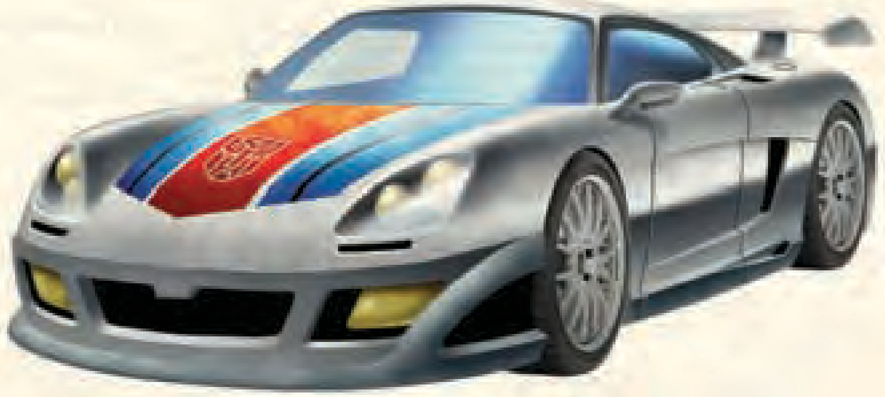
PRIMARY POLARITY: Quintessian

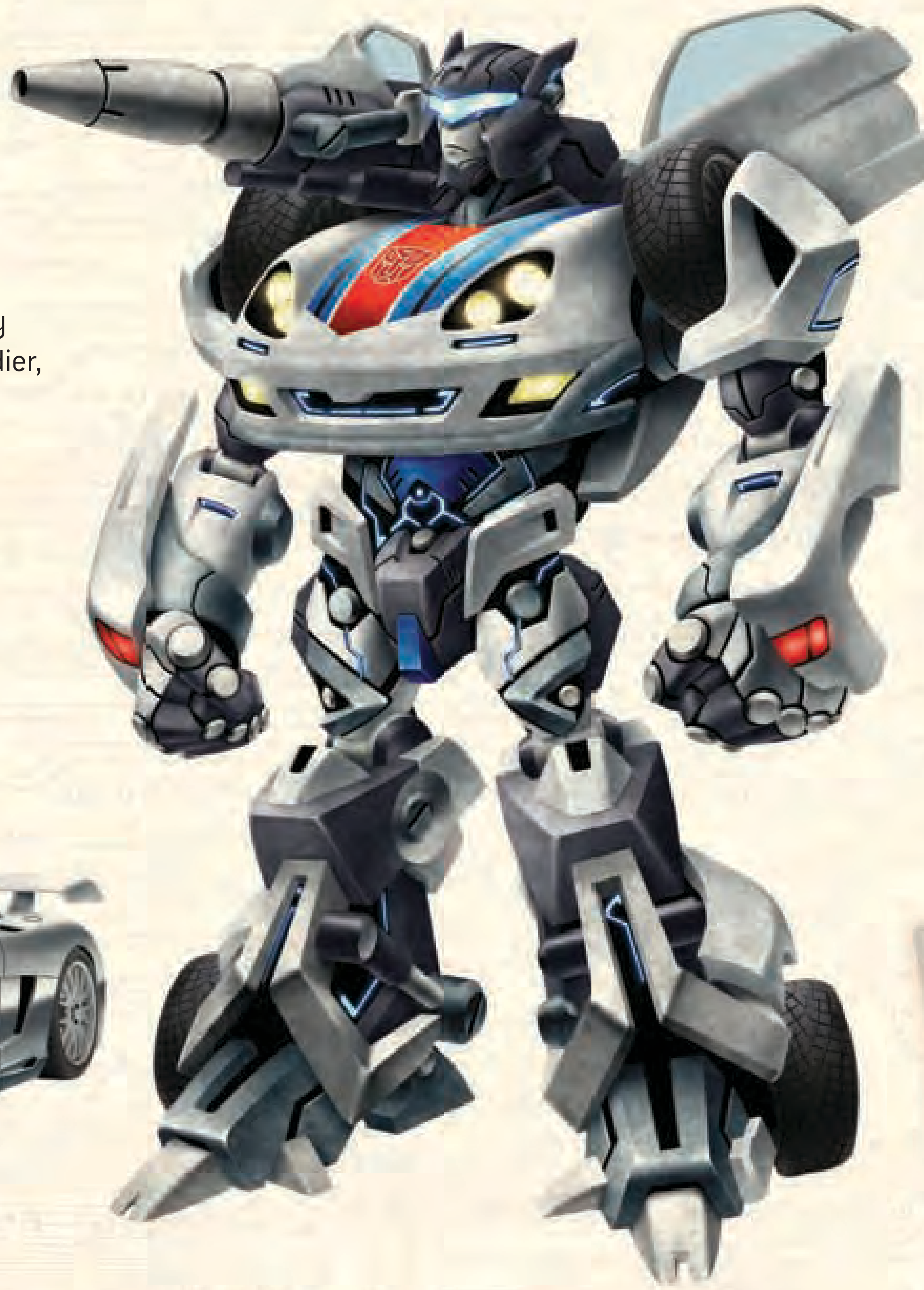
COMPLIMENTARY POLARITY: Nexian

Jazz loves Earth. As a cultural sociologist, he is supposed to remain objective when studying human society, but he can't help himself. Earth music, movies, slang have all affected him so much that even some of his Autobot friends are a little put off by his "Earthisms." Jazz is also a consummate soldier, completely selfless when fighting. When the battle is done, however, he likes to relax in his favorite way: listening to music and partying. "Work hard, play harder!"

POLARITY IMPLICATIONS

Jazz is primarily Quintessian, for his creative and inquisitive attitude sometimes make him a bit egotistical, but his unpredictable daring and zeal also reveal Nexus Prime's influence.





A-TIER
CHARACTER PROFILE

RATCHET

NAME: Ratchet

TRANSFORMATION: Rescue Vehicle

ARCHETYPE: Caregiver

PERSONALITY: Dry sense of humor, wise, insecure in action, not a warrior, never gives up, inventive

HISTORY: Ratchet joined the Cybertronian Civil War out of a sense of obligation to his fellow `bots. As a medic, he wanted to take no side in the conflict. However, while aiding some fleeing Autobots, he came over to their side. Ratchet stayed by his side when he launched into space, ultimately landing on Earth.

SPECIAL ABILITIES: Mechanical virtuoso, magnetic power

WEAPONS: Defibrillators, shield ability

COLORATION: green

DISTINGUISHING FEATURES: Medical tools: buzz saw, welding laser, magnifying glass, and others

ALLIES & ENEMIES: Friend of Bumblebee, Friend of Wheeljack

HUMAN CONNECTION: Transformer Liaison to the Human Medical Science Community

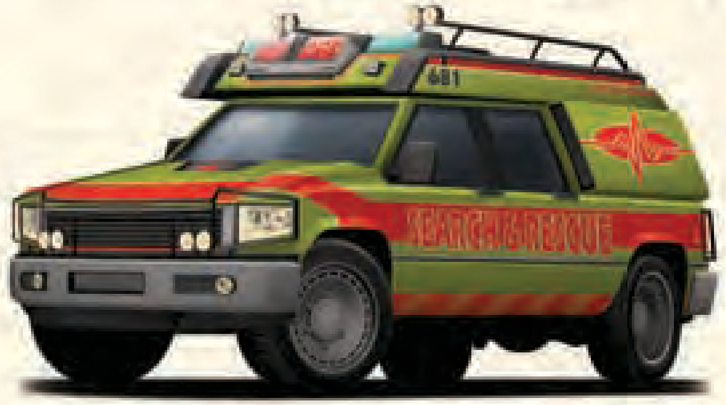
PRIMARY POLARITY: Pandoran

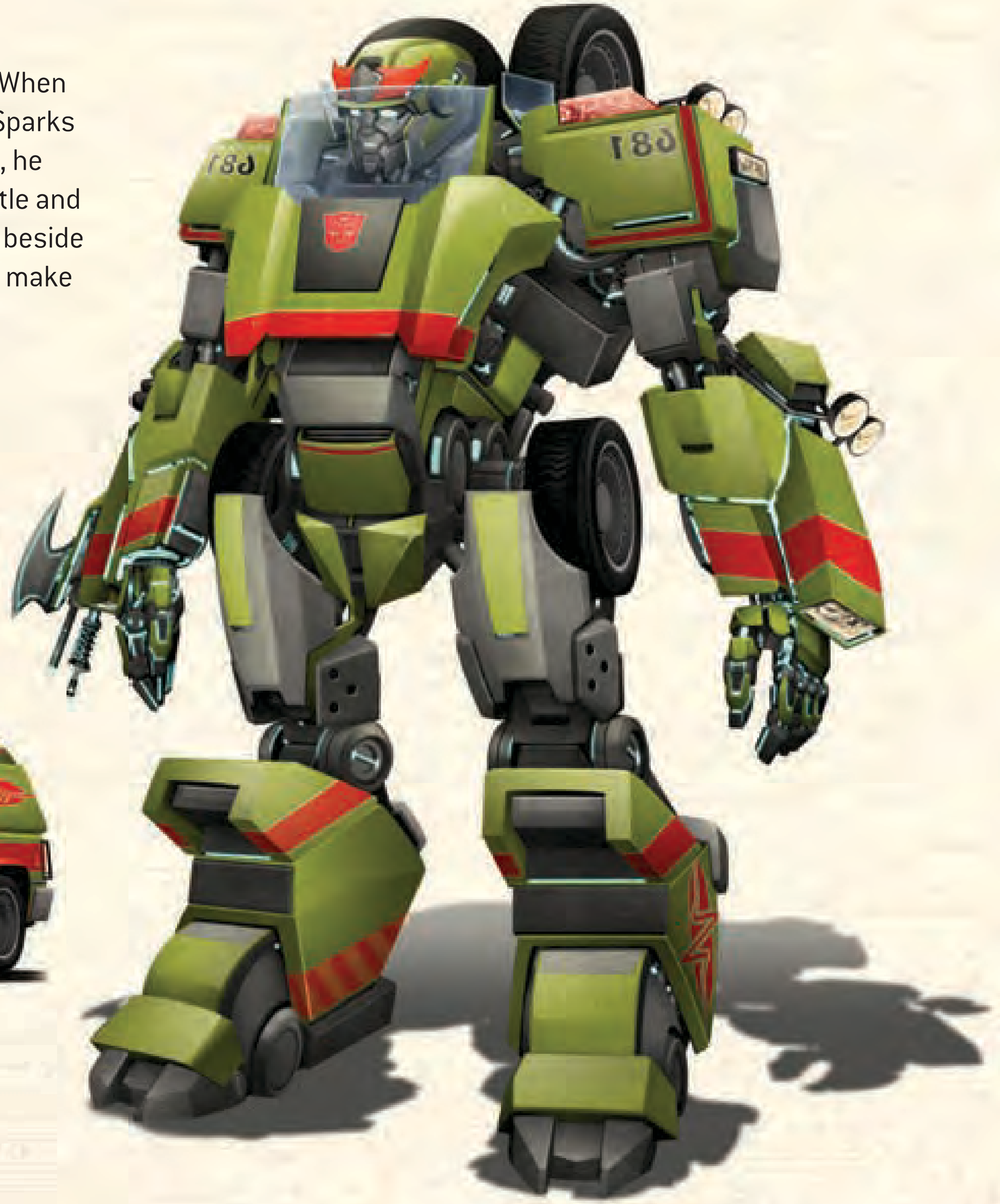
COMPLIMENTARY POLARITY: Solean

When he's on the battlefield, he's all business. When he's repairing a fellow Autobot, he knows that Sparks hang in the balance, but when his work is done, he reads a book. He doesn't usually engage in battle and sometimes feels that he's out of place fighting beside Optimus Prime, but his heart, devotion and will make him a valued member of any team.

POLARITY IMPLICATIONS

Ratchet is an emotive, compassionate healer, akin to Solus. His straightforward and worrying mind also shows the influence of Alchemist.





B-TIER
CHARACTER PROFILE

PROWL

NAME: Prowl

TRANSFORMATION: Police Cruiser

ARCHETYPE: Hero

PERSONALITY: Quiet, competent, loyal, patient, logical, standoffish, uptight, disciplined

HISTORY: Prowl is the Chief Military Strategist for the Autobots. He has become a military liaison with the governments of Earth. He is one of several strategists, likes to study situations and is very cunning.

SPECIAL ABILITIES: Metallikato and Circuit-Su (martial arts styles)

WEAPONS: Spinning Nightsticks, Throwing stars

COLORATION: white, black details

DISTINGUISHING FEATURES: None

ALLIES & ENEMIES: Friend of Optimus Prime

HUMAN CONNECTION: Naturalist

PRIMARY POLARITY: Micronian

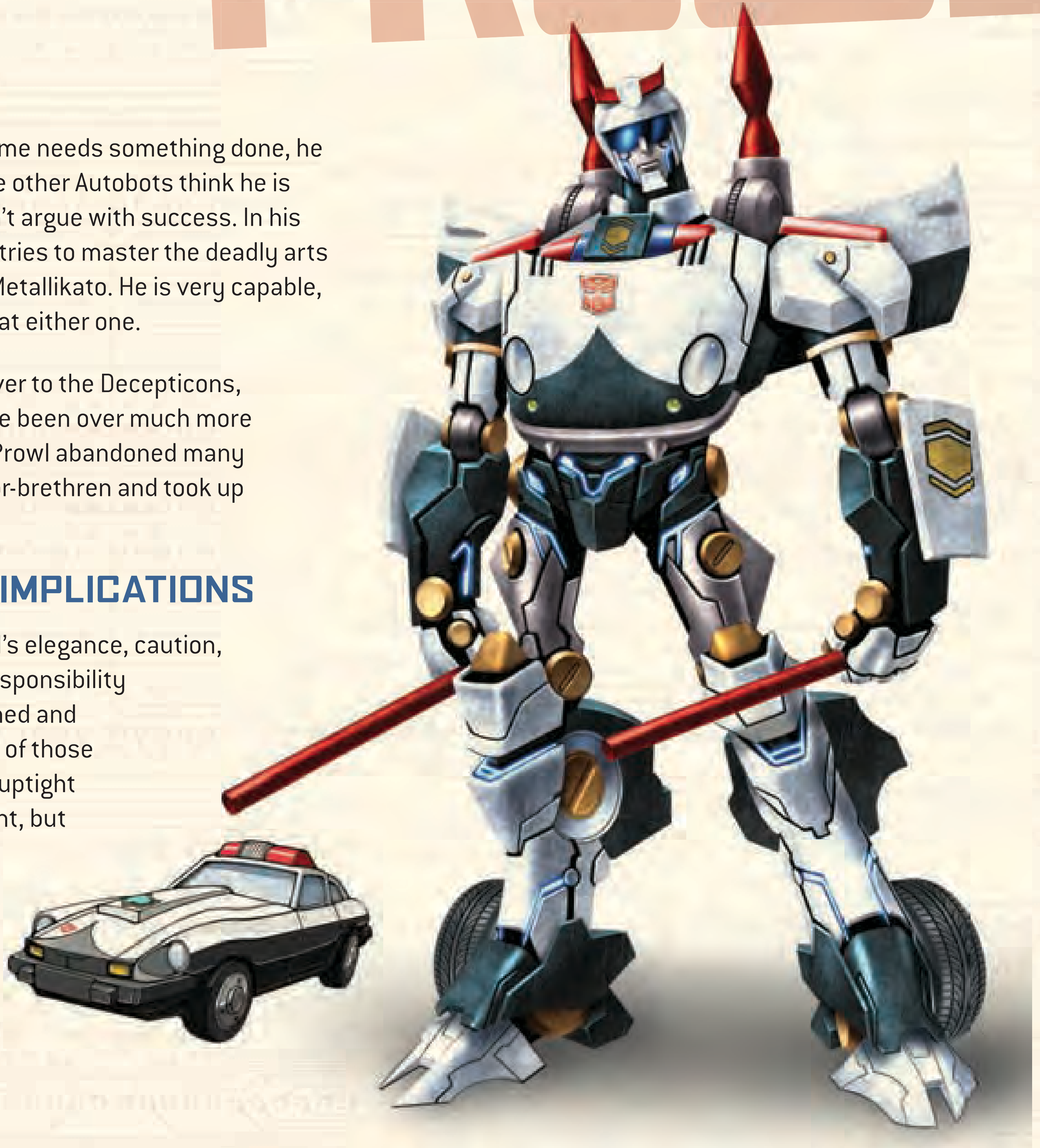
COMPLIMENTARY POLARITY: Onyxian

When Optimus Prime needs something done, he turns to Prowl. The other Autobots think he is aloof but they don't argue with success. In his spare time, Prowl tries to master the deadly arts of Circuit-Su and Metallikato. He is very capable, but not an expert at either one.

Had Prowl gone over to the Decepticons, the war might have been over much more quickly. Instead, Prowl abandoned many of his other warrior-brethren and took up arms with Prime.

POLARITY IMPLICATIONS

A Micronian, Prowl's elegance, caution, leadership, and responsibility render him detached and somewhat critical of those around him. He is uptight and a little arrogant, but intensely loyal and noble, the nobility of an Onyxian.



B-TIER
CHARACTER PROFILE

GRIMLOCK

NAME: Grimlock

TRANSFORMATION: Tyrannosaurus Rex, or Tank

ARCHETYPE: Ruler

PERSONALITY: Strong, thickheaded, shoot-first, unbothered by casualties, intelligent but not wise, pompous

HISTORY: Born in Simfur, Grimlock led a group of Transformers to Prehistoric Earth during the Golden Age. He and his fellow Dinobots were trapped in a tar pit for millions of years, but later freed by the Autobots. Though abrasive, Grimlock is dedicated to defeating the Decepticons, and now leads his Dinobots as a Special Operations Strike Force against Megatron.

SPECIAL ABILITIES: Super Durability, Super Strength

DISTINGUISHING FEATURES: Energon-Sword, primitive vocabulary due to mechanical restrictions

ALLIES & ENEMIES: Leader of the Dinobots, sometimes personal enemy and rival of Optimus Prime

HUMAN CONNECTION: Not particularly fond of humans

PRIMARY POLARITY: Onyxian

COMPLIMENTARY POLARITY: Nexian

There are leaders, there are followers, and there are pretenders. Grimlock is all of these and none of them. A former Gladiator like Megatron, he leads the Dinobots as a semi-autonomous shock force and never lets Optimus Prime forget that he would make a better overall leader. However, Grimlock remains dedicated to the Autobot cause.

In his time, he has seen and done a lot, which means his experiences are varied, even if he is a little overly enthusiastic about imparting his knowledge. He detests the Decepticons and will stop at nothing to bring down Megatron. Just don't give him any guff, and whatever you do, don't make fun of him for his speech impediment.

POLARITY IMPLICATIONS

Grimlock is the prototypical Onyxian: noble, loyal, arrogant, and often misunderstood. The unpredictable nature of his Nexian influence also shines through in his emotional outbursts.

B-TIER
CHARACTER PROFILE

SIDESWIPE

NAME: Sideswipe

TRANSFORMATION: Sports Car

ARCHETYPE: Outlaw

PERSONALITY: Egotistical, vain, rash, humorous, jockish, revels in combat, proud, dedicated, lighthearted

HISTORY: Much like his twin, Sunstreaker, Sideswipe rallied to war early on. However, Sideswipe switched sides when he felt that the Decepticons had lost their way. He gave over a lot of valuable information on his former group, which aided the Autobots when they were all transported to Earth.

SPECIAL ABILITIES: Intense speed

WEAPONS: Swords, blasters

COLORATION: red, silver

DISTINGUISHING FEATURES: Jet pack

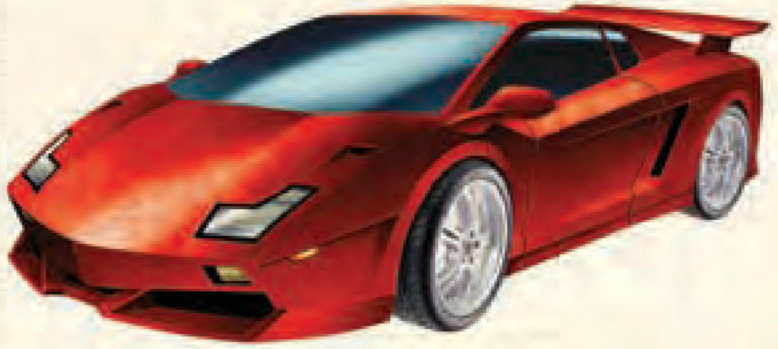
ALLIES & ENEMIES: Brother to Sunstreaker, friend of and Lieutenant to Prowl, rival of Starscream

HUMAN CONNECTION: None

PRIMARY POLARITY: Amalgian

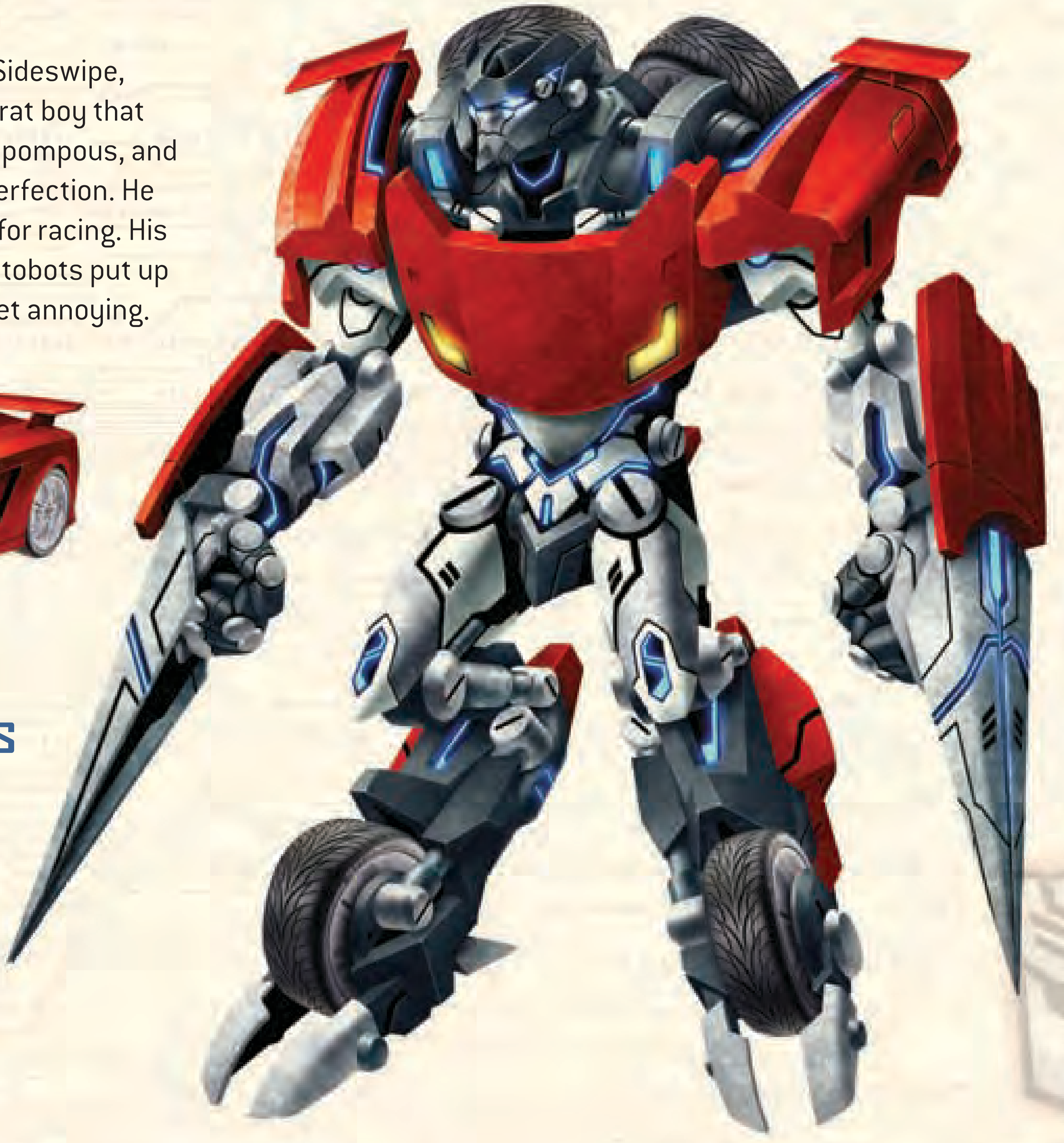
COMPLIMENTARY POLARITY: Liegeian

Autobots aren't immune to vanity. Take Sideswipe, for instance. He's the closest thing to a frat boy that Cybertron could produce. He's arrogant, pompous, and thinks that everything he does is pure perfection. He doesn't take anything seriously, except for racing. His skills make him a great fighter, so the Autobots put up with him, even if his joking around can get annoying.



POLARITY IMPLICATIONS

Amalgamous Prime's influence on Sideswipe is very evident; he's a charismatic prankster who, though fickle, thinks that most Autobots are too stuffy. His strategic battle-sense (along with his often manipulative attitude) makes him Liegeian as well.



JETFIRE

B-TIER
CHARACTER PROFILE

NAME: Jetfire

TRANSFORMATION: Jet Fighter

ARCHETYPE: Sage

PERSONALITY: Inquisitive, brainy, aloof, cutting edge, cantankerous

HISTORY: Once a Decepticon, Jetfire converted to the Autobot cause. He now works on Autobot-Human relations as a scientist, though he does not trust—or is trusted—by the rest of the Autobots.

SPECIAL ABILITIES: Technology absorption/Melds with Ops

COLORATION: black, white and red details

DISTINGUISHING FEATURES: Revolutionary housing; flyer; cutting edge technology, transwarp drive

ALLIES & ENEMIES: Friends with many Decepticons, rivals with many Autobots

HUMAN CONNECTION: Allied with many Earth scientists

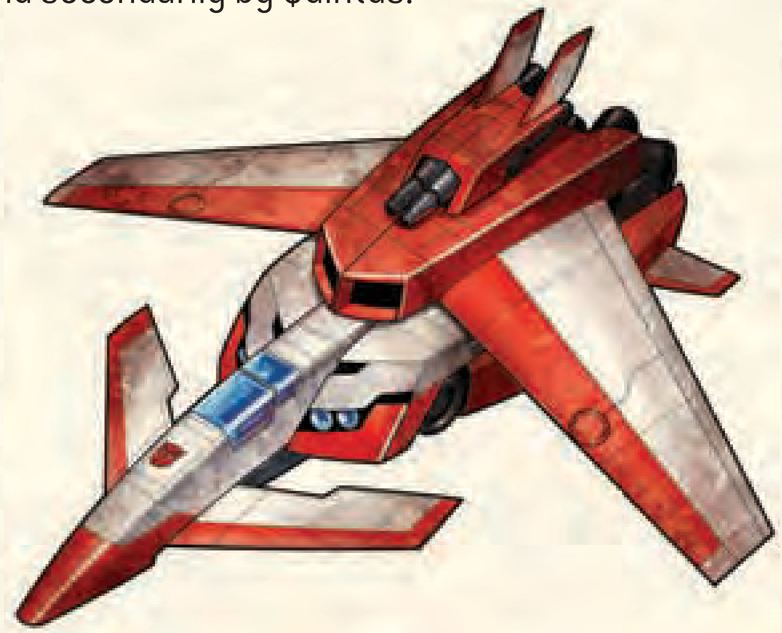
PRIMARY POLARITY: Vectorian

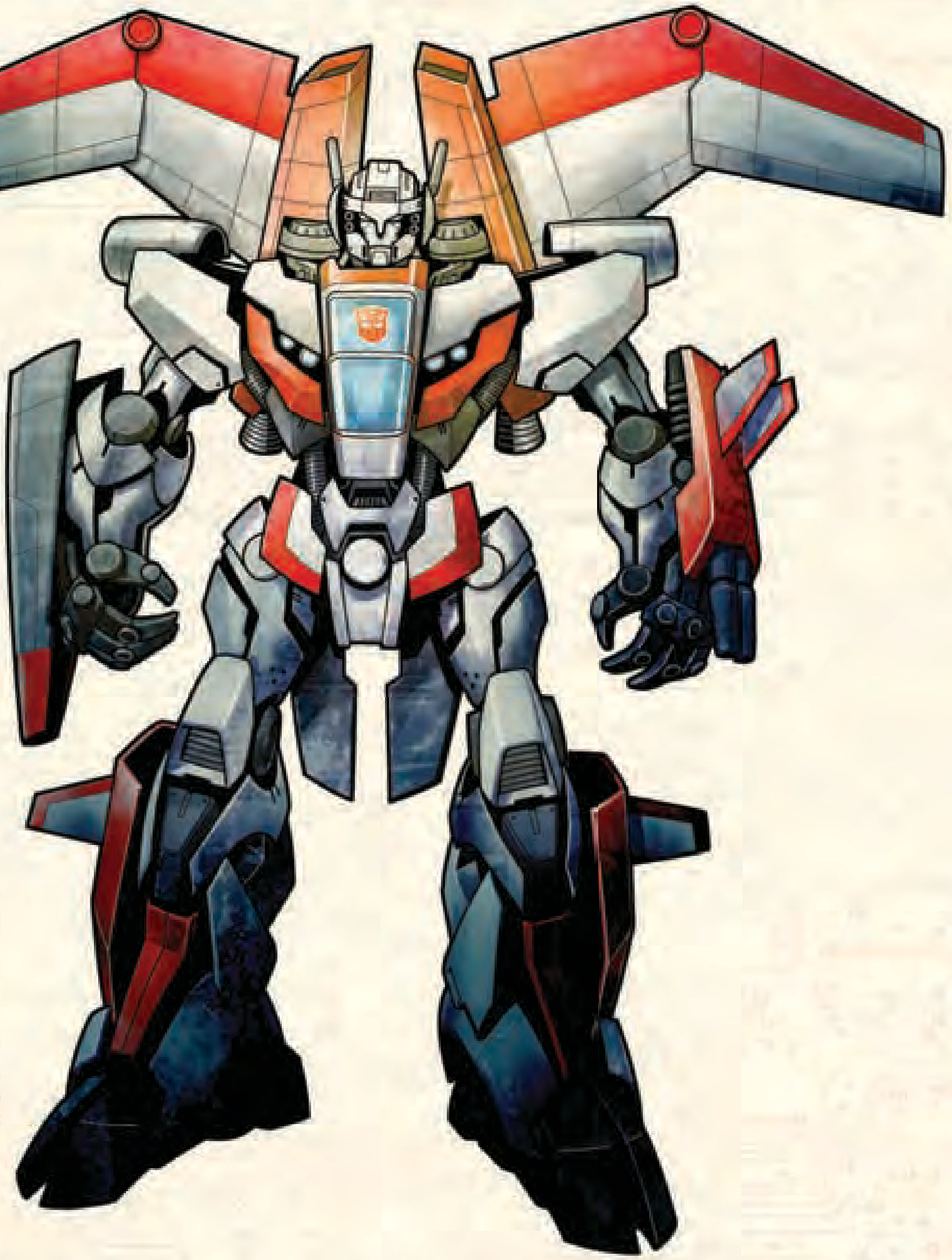
COMPLIMENTARY POLARITY: Quintessian

Though he switched sides from the Decepticons long ago, Jetfire is not one of the more human-friendly Autobots. His years fighting the war, have taken him away from developing new technologies that he loves to add to his frame. His inquiring mind is hidden behind a mask of aloofness, but he readily gives advice to any who asks him

POLARITY IMPLICATIONS

Jetfire is a patient and resolute inventor at peace with his place in the universe, traits primarily shared by Vector Prime and secondarily by Quintus.





C-TIER
CHARACTER PROFILE

BULKHEAD

NAME: Bulkhead

TRANSFORMATION: Halftrack Military

ARCHETYPE: Creator

PERSONALITY: Clumsy, gentle, heart-of-gold, gruff, curious, artistic, unswervingly loyal

HISTORY: Bulkhead was a Space Bridge engineer on Cybertron, bringing him into contact with Bumblebee. Though antagonistic at first, Bulkhead's gentle side eventually won Bumblebee over. When Bumblebee joined the Autobots, Bulkhead did as well to protect his friend. The two now serve together on Earth.

SPECIAL ABILITIES: Super strong when infuriated

DISTINGUISHING FEATURES: Interchangeable Wrecking Balls (for fists)

ALLIES & ENEMIES: Friends with Bumblebee

HUMAN CONNECTION: None

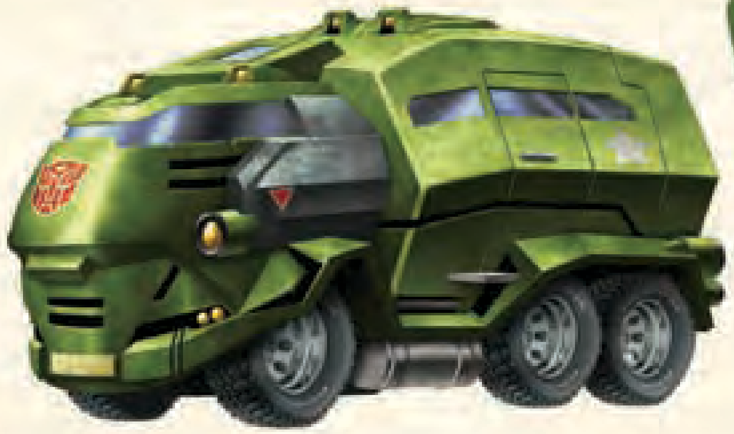
PRIMARY POLARITY: Micronian

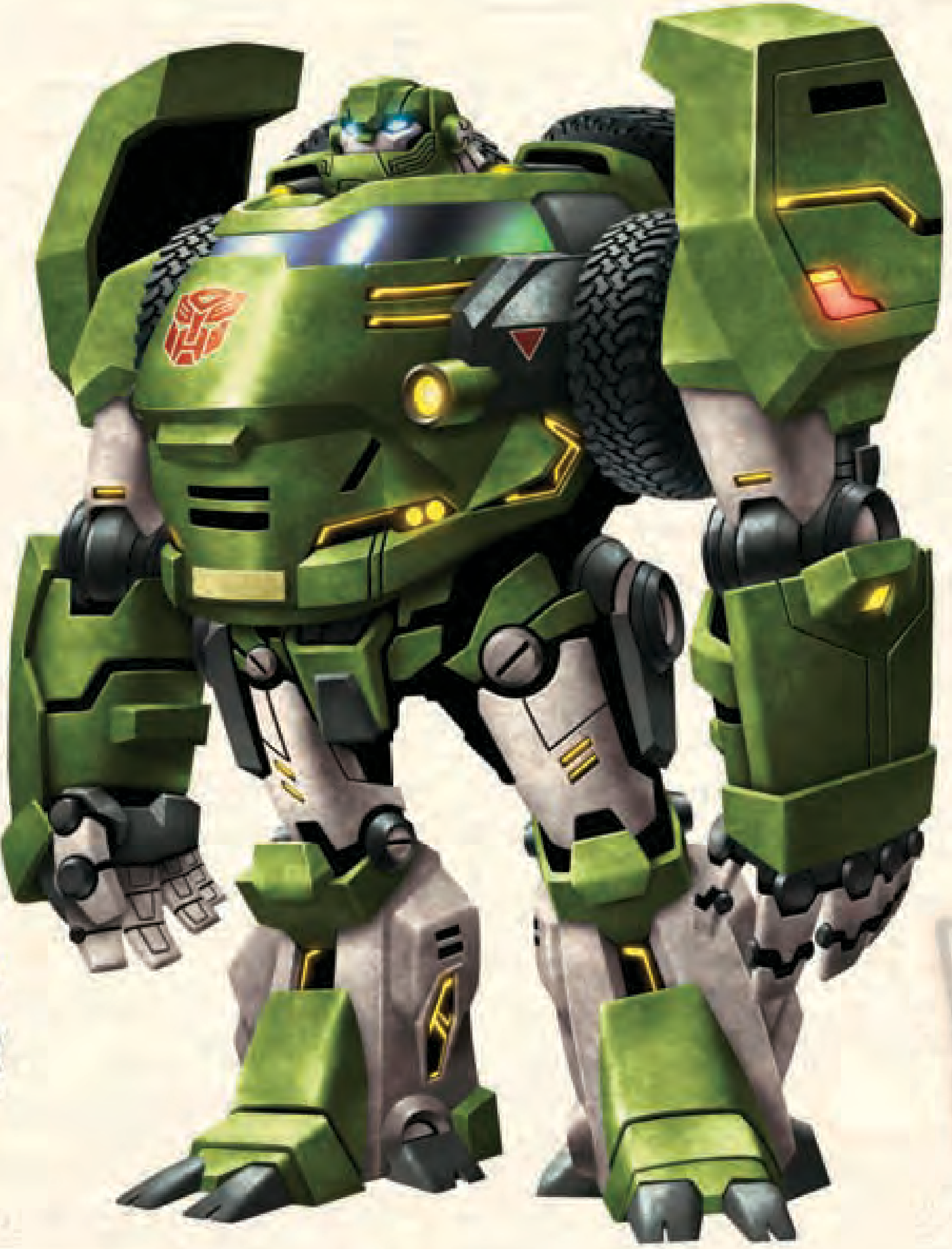
COMPLIMENTARY POLARITY: Solean

The Gentle Giant. There is no better way to describe Bulkhead. He's big. He's tough. He's a clumsy engineer wrapped in the shell of a war machine. If you dig deep enough, though, you'll find that he's a real softy. He enjoys building things and takes pleasure in the little moments of life, but he also has a dangerous side: attack one of his friends, and he will wreak havoc on the offender.

POLARITY IMPLICATIONS

Compassion, caution, creativity, and empathy. These traits most closely align Bulkhead to Micronus and Pandora Prime.





AUTOBOTS
CHARACTER PROFILE

CROSSHAIRS

NAME: Crosshairs

TRANSFORMATION: Corvette (Sports Car)

ARCHETYPE: Jester

PERSONALITY: Snarky, bitter, haughty, battle-tested

HISTORY: Crosshairs spent many years on Earth, hiding with his friend Hound. He now serves as part of a team of Autobots that defend humanity from Decepticon influence.

SPECIAL ABILITIES: Crack shot

DISTINGUISHING FEATURES: Mass of automatic firearm weaponry (internal)

ALLIES & ENEMIES: Friend of Hound, friend of Scorn, ally of Drift, enemy of Lockdown

HUMAN CONNECTION: Protector of the Yeager family

PRIMARY POLARITY: Amalgian

COMPLIMENTARY POLARITY: Micronian

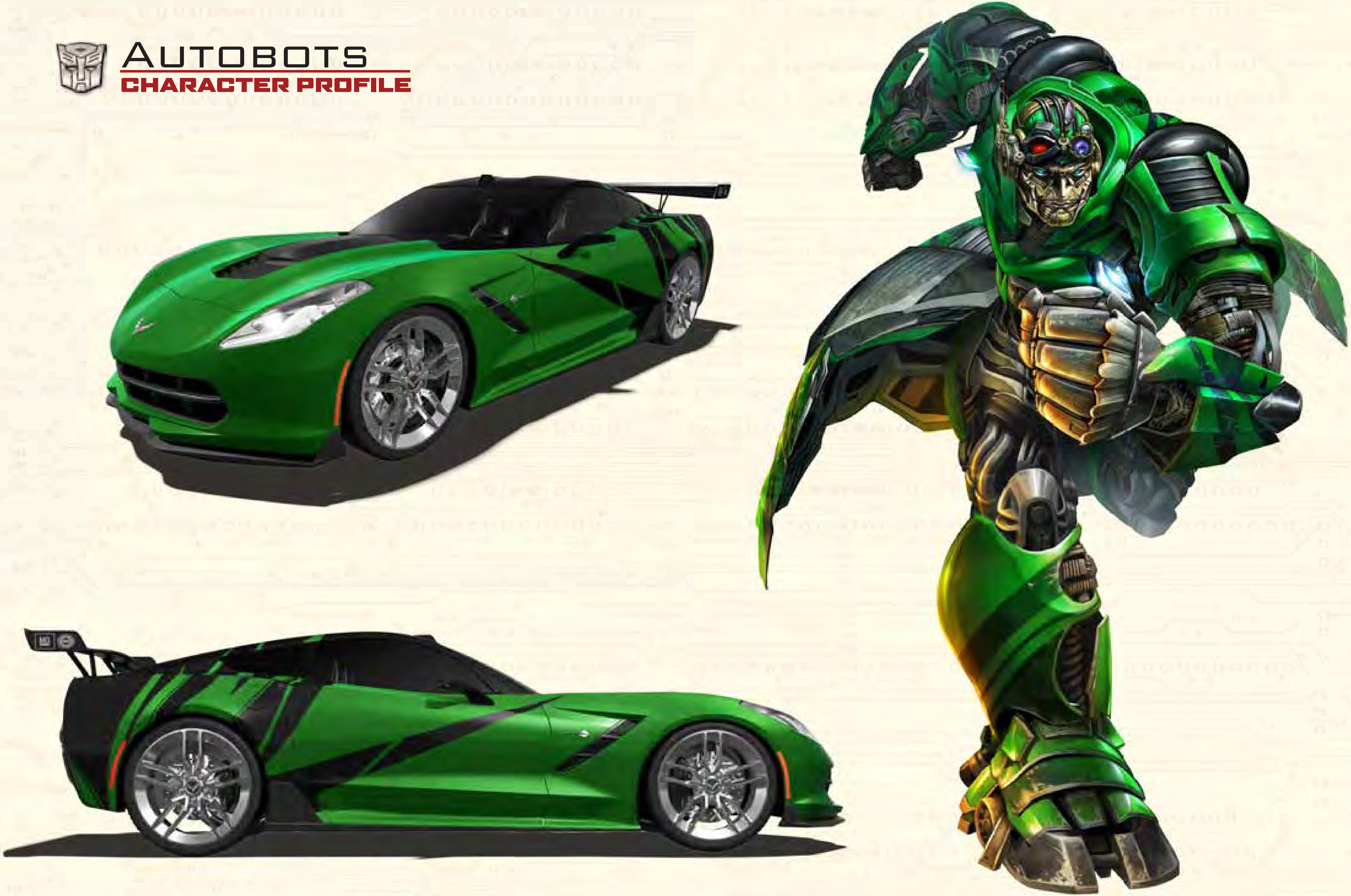
Crosshairs can be a bit of a jerk. He's a loner, self-centered, and spews snarky commentary that's often brutally honest. He's also one of the best shots in Autobot ranks. He'll listen to reason, too, particularly from his friends or unit commander. Due to Crosshairs' skills and tenacity, Optimus Prime will send him as a shock trooper to pull off missions that others might deem "suicidal." Crosshairs never sees it that way. He is not an idiot but he simply doesn't believe in failure. If there's a problem that his internal automatic weaponry won't work out, then it's simply unfixable. What can't be solved simply by filling it with a hail of lead, anyway?

Crosshairs came to Earth after the Battle of Chicago, having seen that there was no hope of ever returning to Cybertron. He expected to be greeted with open arms but the government's cutting of ties with Transformers left him with a sour taste in his mouth. He spent many years with Hound, Drift, and others trying to keep out of sight as anti-Cybertronian sentiment grew, forging friendships with his fellows despite his attitude problem. After the events surrounding the Battle of Hong Kong, Crosshairs reluctantly took on the burden of protecting the Yeager family and humanity at large. People may not hate Transformers as much anymore, but Crosshairs remains a curmudgeon at heart.

POLARITY IMPLICATIONS

While Crosshairs isn't as jovial as other Amalgians, his shifting nature, stubbornness, and fickle nature toward others (as well as his very personal brand of humor) all mark him as such. He is rounded out by Micronian tactical knowledge and aloofness.

AUTOBOTS
CHARACTER PROFILE



FIXIT

NAME: Fixit

TRANSFORMATION: Multi-tool

ARCHETYPE: Creator

PERSONALITY: Friendly, exuberant, self-satisfied, a bit cowardly, talkative to the point of annoyance

HISTORY: Fixit commanded the Alchemor until it crashed and was responsible for its prisoners. This made him one of the most valuable members of Bumblebee's crew on Earth.

SPECIAL ABILITIES: Incredible memory and engineering skill

DISTINGUISHING FEATURES: Mini-Con, stutter due to faulty wiring

ALLIES & ENEMIES: Ally of Bumblebee, ally of Sideswipe, ally of Strongarm, ally of Grimlock, enemy of Underbite, enemy of Steeljaw

HUMAN CONNECTION: Friend of Russell, ally of Denny

PRIMARY POLARITY: Quintessian

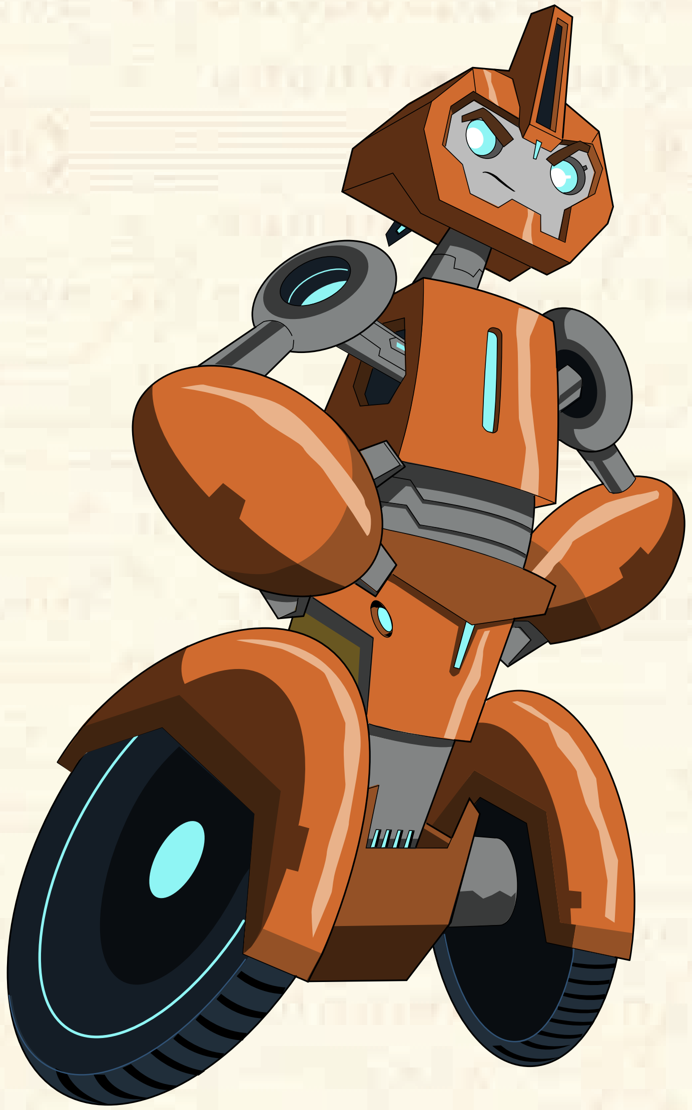
COMPLIMENTARY POLARITY: Micronian

Fixit has faulty wiring that makes him stutter at points, but that is about the only thing that this Mini-con can't repair. His knowledge and skill with a toolkit are unparalleled, and he'll gladly (over)share his knowledge with any who ask. He talks up a storm, is curious about everything related to Earth (particularly pop culture), and loves to try his new inventions on anybody around him, whether they're willing or not. Sure, he can be a little full of himself at times, and his small size only adds to his nervousness in battle, but when Bumblebee needs something cooked up, Fixit is the bot to do it.

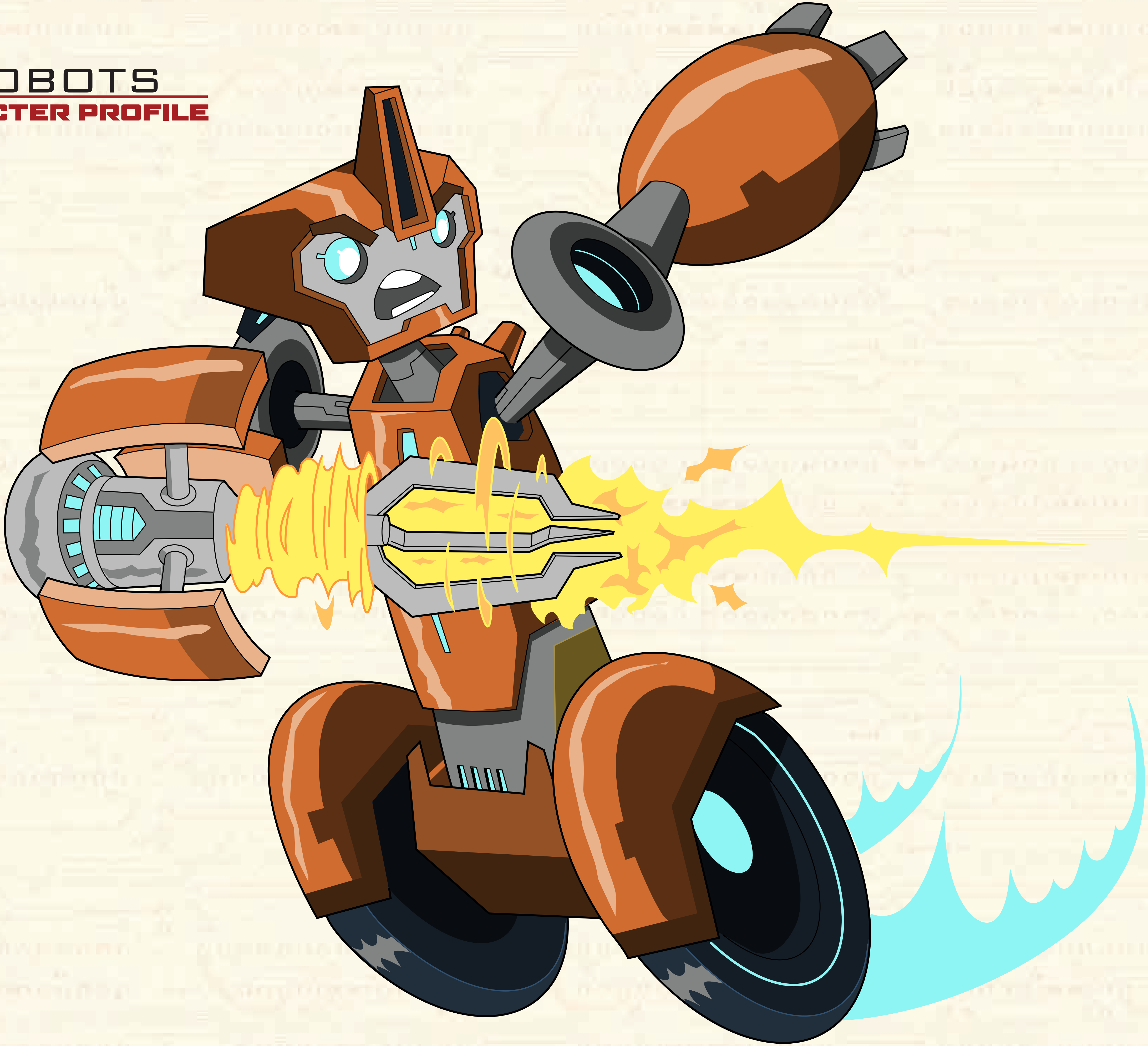
Fixit was the warden onboard the Alchemor, tasked with keeping the ship running while also seeing to the Containment Pods that kept its Decepticon prisoners in stasis. When the ship crash-landed, Fixit felt it was his duty to round up all of the escaped captives and became a part of Bumblebee's team to do jus that. He developed a friendship with a young boy named Russell, and learned as much from him in terms of sociability as he taught the lad in cybernetics.

POLARITY IMPLICATIONS

Fixit is a Quintessian not just because he is a creator, but because he's improvisational, chaotic, a thinker, and a little bit full of himself. Likewise, his Micronian aspect comes from his elegance and caution rather than his heritage.



AUTOBOTS
CHARACTER PROFILE



HEATWAVE

NAME: Heatwave

TRANSFORMATION: Firefighting Truck

ARCHETYPE: Caregiver

PERSONALITY: Daring, caring, sensitive, dogged, quick thinking, nosey

HISTORY: Heatwave and the rest of the Rescue Bots were one of the first Autobot groups to travel to Earth. They helped protect humans from disasters, both of the natural and Decepticon variety.

SPECIAL ABILITIES: Can hold and blast water from both forms

DISTINGUISHING FEATURES: Water Cannon, grappling hook, other rescue gear

ALLIES & ENEMIES: Leader of Rescue Bots

HUMAN CONNECTION: Friend of Kade and Cody Burns

PRIMARY POLARITY: Vectorian

COMPLIMENTARY POLARITY: Pandoran

Heatwave is a firefighting Transformer who cares more about his team and innocent lives than he does himself. He's the first into action and the last out, regardless of whether he's suited to the situation or not. That's caused problems when the "disaster" is a friend's love life, or a sports game. He puts his nose into everybody's business, sometimes literally, which can cause quite a problem when his friends are on a date. It's just that despite his insatiable curiosity, Heatwave has a big heart and wants to help people out with his "vast" range of wisdom...though that doesn't stop him from soaking his friends when they're getting a bit too irritable.

Still, his quick thinking in times of crisis make him a natural-born leader. When other bots lose their heads due to an earthquake or a burning building, Heatwave shouts orders so that people can see that he has the situation well under control. He will also literally charge into the fray so that others will follow behind him. He may be hotheaded when away from danger, but in it? He's cool and collected.

A loyal Autobot, Heatwave would have remained on Cybertron had not Optimus Prime called him to help build better relationships with humans on Earth. Heatwave fell in love with the planet, especially the architecture and engineering. More than that, he rarely needed to fight in his role as a Rescue Bot. He always preferred dealing with situations in a non-violent manner. This is illustrated by Heatwave's weapon of choice: a water cannon.

POLARITY IMPLICATIONS

Heatwave's compassion and empathy reveal his Pandoran aspects. He is also influenced by Vector Prime's polarity, which explains his resoluteness in even the worst situations.

AUTOBOTS
CHARACTER PROFILE

AUTOBOTS
CHARACTER PROFILE

SUPERION
(The Aerialbots)

NAME: Superion

TRANSFORMATION: N/A (Combiner: Massive Humanoid Transformer)

ARCHETYPE: Hero

PERSONALITY: Simple, alert, quiet, seemingly conceited

HISTORY: Superion came online in order to help defend against wayward Decepticon Combiners. He was heavily damaged during the Combiner Wars, but survived.

SPECIAL ABILITIES: Can disassemble into component Transformers

DISTINGUISHING FEATURES: Massive size, abilities of component Transformers, electrostatic discharger rifle (from Silverbolt)

ALLIES & ENEMIES: Formed by the Aerialbots, enemy of Menasor

HUMAN CONNECTION: None

PRIMARY POLARITY: Megatronan

COMPLIMENTARY POLARITY: Vectorian

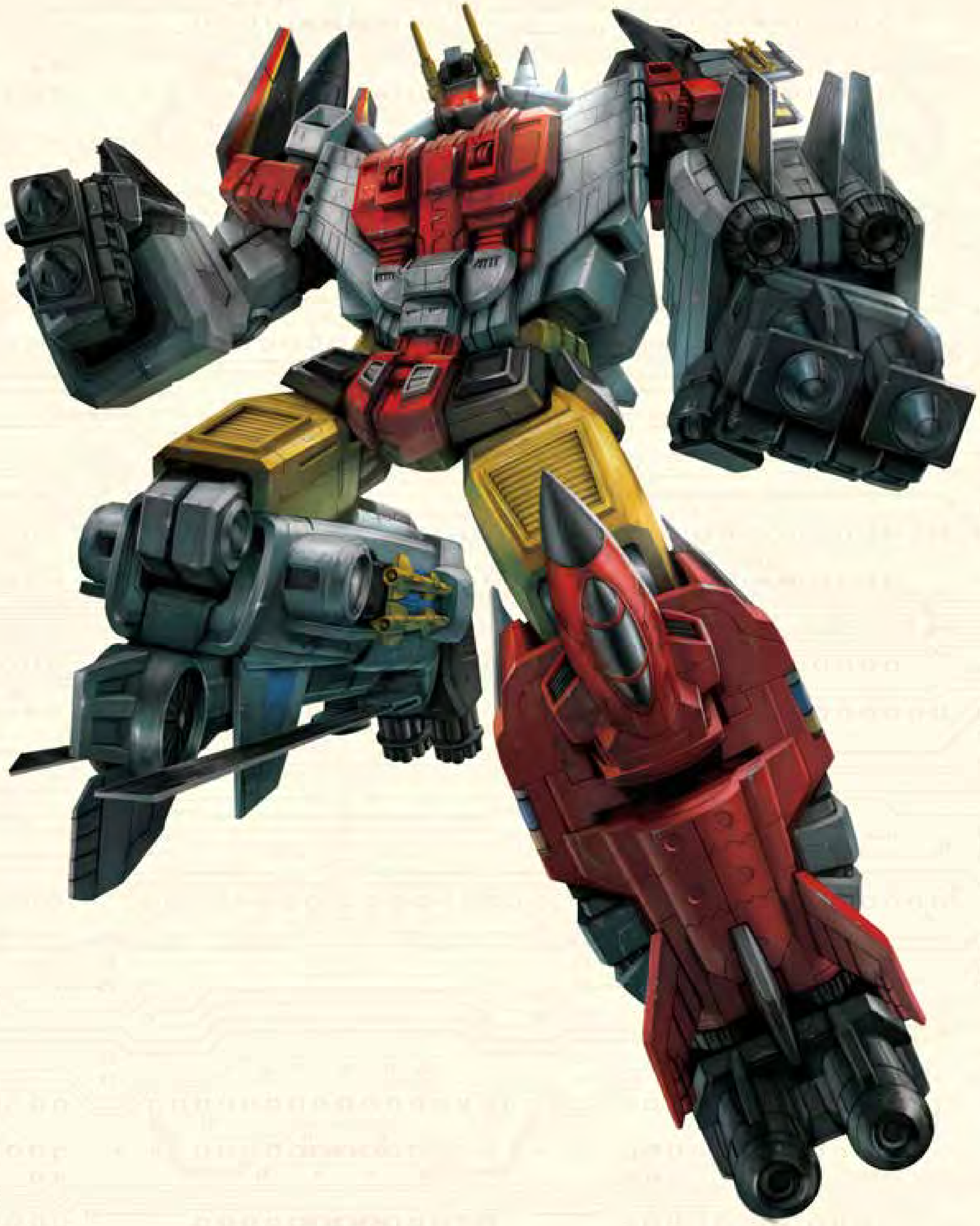
Superion is not a smart Combiner. His component aerial Autobots—Silverbolt, Skydive, Air Raid, Firefly, and Airazor—made the decision to focus their melded psyches toward mission completion rather than autonomous thought. This makes Superion a single-minded machine that cannot adapt easily. He's focused. He's obstinate. He refuses to care about the arts, or politics, or culture. He exists to stop his enemies.

This attitude makes him an unstoppable force that is not swayed by chaotic impulses. Without orders, Superion would not rest until every Decepticon stood defeated before him. He doesn't see the world in shades of gray. There are people on his side, and there are Decepticons. This unambiguousness can make him seem a bit "superior" to other Autobots, but Superion would never begrudge an ally their opinions. If they were brave enough to share them with him, that is.

The Autobots used Superion's single-mindedness to their advantage in the Combiner Wars. Though he was damaged in multiple bouts with Menasor and Devastator, Superion didn't stop until he defeated both and—led by Optimus Maximus—ended the conflict.

POLARITY IMPLICATIONS

Superion is influenced more by his component Transformers than his polarity, but he does exhibit the forthright thirst for victory unique to Megatronus, with a bit of Vector Prime's stoicism as well.



AUTOBOTS
CHARACTER PROFILE

DEFENSOR
(The Protectobots)

NAME: Defensor

TRANSFORMATION: N/A (Combiner: Massive Humanoid Transformer)

ARCHETYPE: Caregiver

PERSONALITY: Paternal, emotional, kind

HISTORY: Defensor existed before the Cybertronian Civil War though his past is unclear. His experience served him well during the Combiner Wars.

SPECIAL ABILITIES: Can disassemble into component Transformers

DISTINGUISHING FEATURES: Massive size, abilities of component Transformers, twin fireball cannons (from Hot Spot)

ALLIES & ENEMIES: Formed by the Protectobots, enemy of Devastator

HUMAN CONNECTION: None

PRIMARY POLARITY: Primian

COMPLIMENTARY POLARITY: Pandoran

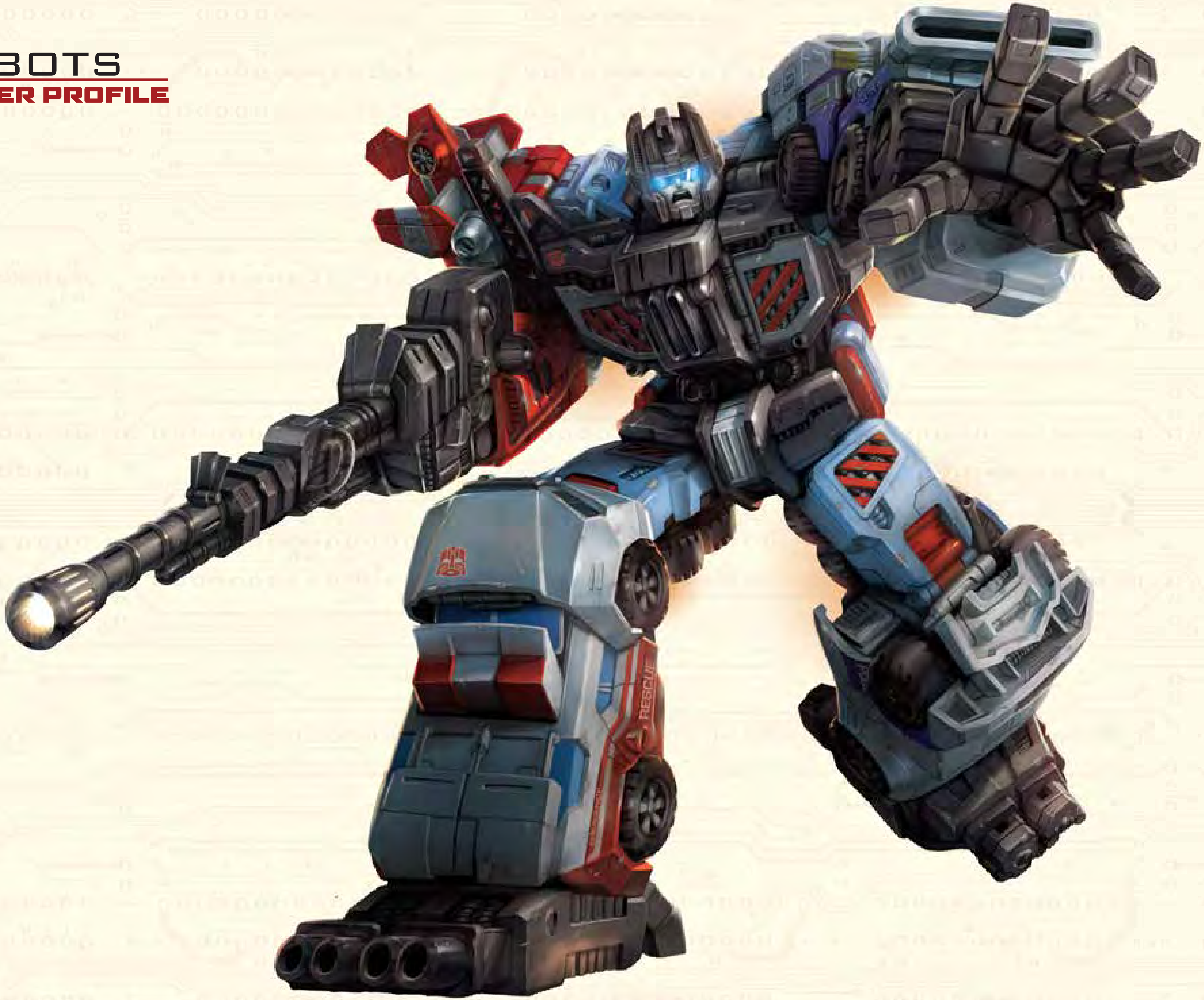
The Protectobots—Hot Spot, Blades, Streetwise, Groove, First Aid—initially formed Defensor to protect innocent species that had come into the line of fire of the first great Transformers Civil War on Cybertron. Because of this attitude and those of his component parts, Defensor is a warm and caring Autobot that has a particular attachment to humans, (with whom he came into contact before the Combiner Wars began) on missions of peace between Earth and Cybertron. These feelings aren't often reciprocated in kind but Defensor takes it all in stride. His nature allows him to understand that it will take time before others can understand his nature. Until then, he will study Earth history and customs in hopes that he will impress someone, some time.

Defensor is loath to use his weaponry if he can at all help it. He prefers to use his twin fireball cannons to blast open exits during emergencies, or to obliterate falling debris. That being said, he can hold his own in a fight, particularly when humans are in danger. He views them as his "kind," like a sheepdog might view a young boy.

POLARITY IMPLICATIONS

Defensor, like his component Protectobots, is a gallant example of Primian heroism. He also displays Pandoran compassion but is not as hesitant as many others of that polarity.

AUTOBOTS
CHARACTER PROFILE



FORTRESS MAXIMUS

AUTOBOTS
CHARACTER PROFILE

NAME: Fortress Maximus

TRANSFORMATION: City-Fortress, Ship

ARCHETYPE: Innocent

PERSONALITY: Composed, dedicated, intense, outwardly dignified, inwardly wayward

HISTORY: Fortress Maximus has fought on the side of Autobots since the beginning. He later considered fleeing in order to escape the bloodshed but never did.

SPECIAL ABILITIES: Headmaster

DISTINGUISHING FEATURES: Removable head, gigantic size, mammoth "Master Sword" Allies & Enemies:

ALLIES & ENEMIES: Enemy of Scorponok

HUMAN CONNECTION: None

PRIMARY POLARITY: Micronian

COMPLIMENTARY POLARITY: Nexian

Fortress Maximus is a gigantic Headmaster, literally the size of a city block. Despite that and his skill with his sword, he's a reluctant fighter. His thoughts turn on a much larger scale than most other Cybertronians so he sees their conflicts as rather petty. He joined ranks with the Autobots in order to prevent the deaths of innocents that sometimes occurred during battles with Decepticons, but he sometimes regrets his decision. More than once, he's considered leaving Transformer space entirely so that he can preserve himself and his ideals.

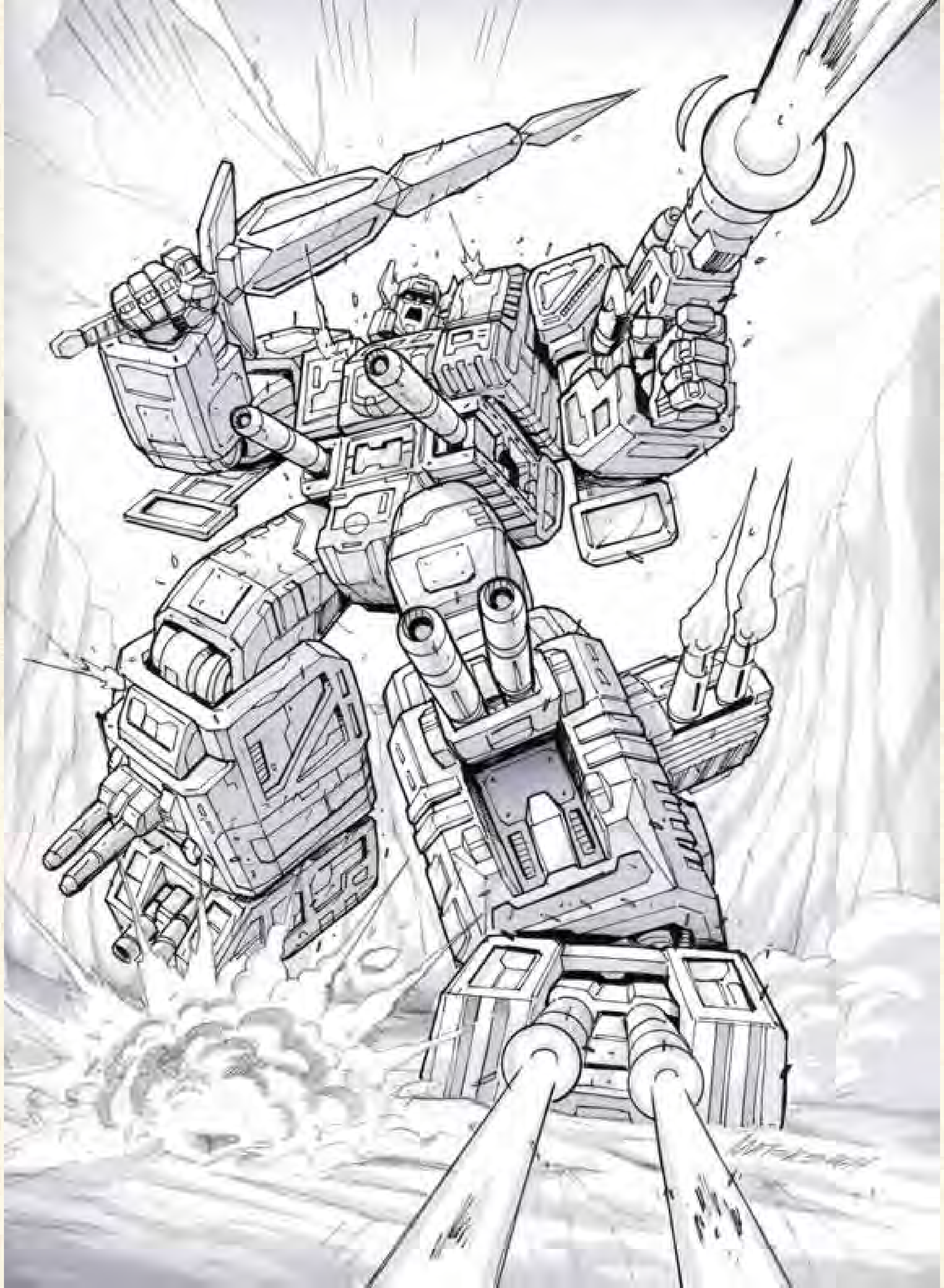
Fortress Maximus aspires to understand the universe, particularly when it comes to tech. Cerebros, the head of the pair, spent much of his life nearly non-sentient. This has made him a curious individual who wishes to learn everything he can, almost as if he is making up for lost time. When combined with the drive of Maximus, the body, the Headmaster's scientific curiosity grows exponentially. If something sparks their intellect, they will not rest until they have satisfied it.

Interestingly, Cerebros is himself a Headmaster. Though he can be "piloted" by a smaller individual, his distaste for servitude means that he rarely allows it except for people he completely trusts. The only thing that the pair hates more than an undisciplined head, however, is being bereft of their Master Sword. Fortress Maximus may detest violence but he has an unusually devout attachment to his this powerful weapon.

POLARITY IMPLICATIONS

Interestingly, this gargantuan Transformer is influenced by the smallest of all Primes, Micronus. His cautious verbosity, as well as his detached attitude, has stunned listeners who expected a brute. This surprising attitude and Maximus' daring compassion also show signs of a secondary, Nexian polarity.

AUTOBOTS
CHARACTER PROFILE



The Wreckers

After Optimus Prime retreated from Cybertron aboard the Ark, an elite group of Autobots remained behind to carry on an insurgent Guerilla War in the absence of the main contingent of Autobot forces. They are some of the best of the best of the Autobot forces and are led by Ultra Magnus. This Hardcore Military Unit operated for years without any communication with the other Autobot forces. They suffered tremendous hardship, keeping the torch alive on Cybertron when they had no idea if the other Autobots had even survived the collapse of the Space Bridge.

RODIMUS

C-TIER
CHARACTER PROFILE

NAME: Rodimus

TRANSFORMATION: Concept car

ARCHETYPE: Rebel

PERSONALITY: Self-confident, brash, stubborn, valiant, enthusiastic

HISTORY: Rodimus choose to stay behind with Ultra Magnus and the rest of the Autobot resistance when Prime left with the Ark. His independent outlook on life alienated him from many of his fellow Autobots, but served him well in the battles that followed.

SPECIAL ABILITIES: Interchangeable hand becomes saw

DISTINGUISHING FEATURES: Flames

ALLIES & ENEMIES: Friend of Arcee, friend and rival of Springer, member of the Wreckers

HUMAN CONNECTION: Friends with the Witwickys

PRIMARY POLARITY: Onyxian

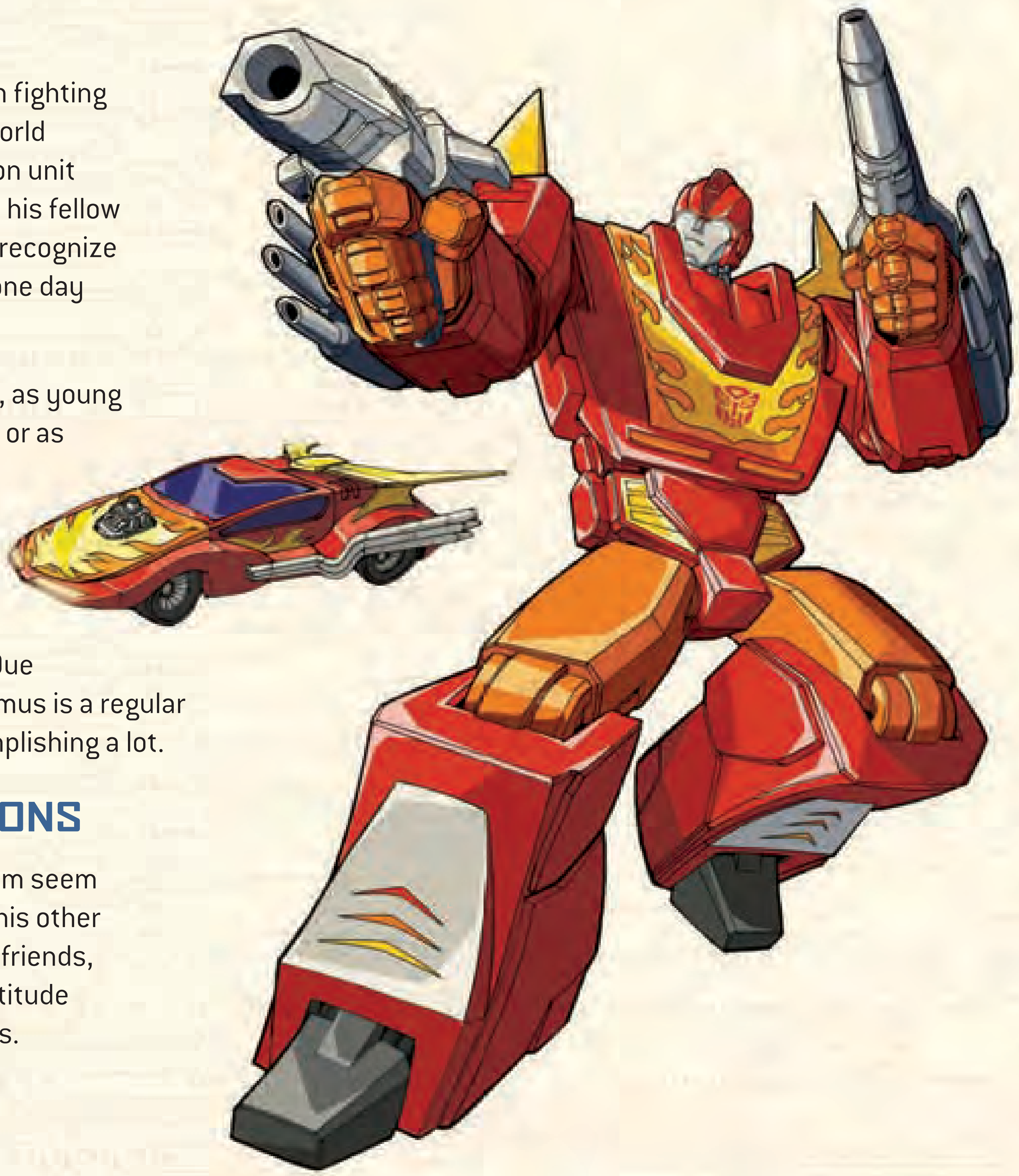
COMPLIMENTARY POLARITY: Quintessian

Believing that Cybertron was worth fighting for, Rodimus stayed on the homeworld and formed the Autobot insurrection unit called the Wreckers. Often seen by his fellow soldiers as reckless, his superiors recognize that Rodimus has the potential to one day become a great leader.

Rodimus isn't as vain as Sideswipe, as young as Bumblebee, as valiant as Prime, or as effective as Prowl. Rodimus, a younger Autobot who wants to see all that there is to see in the universe, thinks he has the tools to do it, too; but first he has to deal with the Decepticons. Due to his speed and varied skills, Rodimus is a regular everyman who is capable of accomplishing a lot.

POLARITY IMPLICATIONS

Rodimus's improvisation and egoism seem to make him Quintessian. Though, his other qualities, for his attachment to his friends, unyielding loyalty, and arrogant attitude supersede his Quintessian qualities.



C-TIER
CHARACTER PROFILE

ARCEE

NAME: Arcee

TRANSFORMATION: Motorcycle

ARCHETYPE: Caregiver

PERSONALITY: Resolute, even-keeled, logical, sometimes distant/cold, patient, empathetic, brave

HISTORY: Arcee was left on Cybertron during the chaotic launch of the Ark. Though younger than most of the other Autobots, her skills in battle soon made her one of the top commanders of the Autobot resistance, Wreckers, on Cybertron. She later made her way to Earth with the first wave of Autobot reinforcements.

SPECIAL ABILITIES: Swords

DISTINGUISHING FEATURES: Female

ALLIES & ENEMIES: Friend of Rodimus, friend of Springer, friend of Ratchet, member of the Wreckers

HUMAN CONNECTION: None

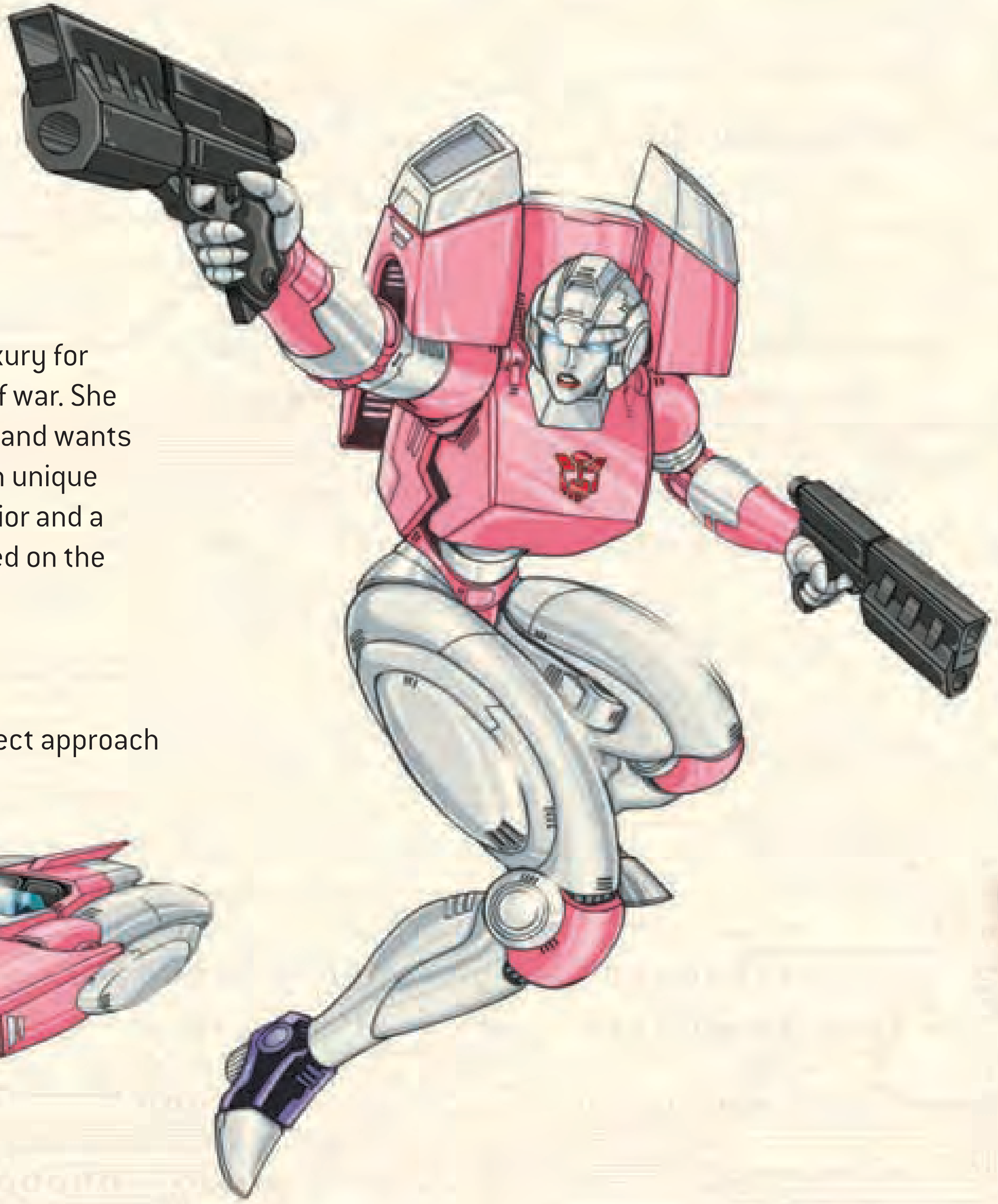
PRIMARY POLARITY: Alchemian

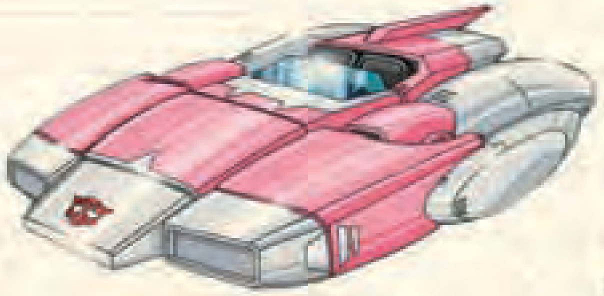
COMPLIMENTARY POLARITY: Solean

She is passionate, and sometimes loses her self-control; she is a leader but in some ways, an outsider as well. For years, Springer and Rodimus have vied for Arcee's attention, but she refuses to let her feelings get in the way of duty. Arcee doesn't feel she has the luxury for emotional entanglements during a time of war. She thinks only of those under her command, and wants them to succeed. She encourages them in unique ways. She is a skilled technician and warrior and a force to be reckoned with when confronted on the battlefield.

POLARITY IMPLICATIONS

Arcee hides her feelings but takes the direct approach to everything else. This makes her primarily Alchemian, but her inner compassion also reveals the touch of Solus Prime.





C-TIER
CHARACTER PROFILE

MIRAGE

NAME: Mirage

TRANSFORMATION: F-1 Racer

ARCHETYPE: Innocent

PERSONALITY: Snobbish, shy, quiet, inwardly ashamed, troubled, desperate

HISTORY: Mirage was born into one of the wealthiest families of Cybertron. He lived the good life until the Civil War broke out. Though some believe he first united with the Decepticons in rebellion against his family, when forced to choose sides, he took up arms with the Autobots. He was left behind during the Ark's launch, much to the chagrin of the remaining Autobots, joining the resistance group known as the Wreckers.

SPECIAL ABILITIES: He is a "Cloaker," meaning he can become Invisible.

DISTINGUISHING FEATURES: None

ALLIES & ENEMIES: Personal rivalry with many Autobots, he is not fully trusted by them, detested by Decepticons, member of the Wreckers

HUMAN CONNECTION: None

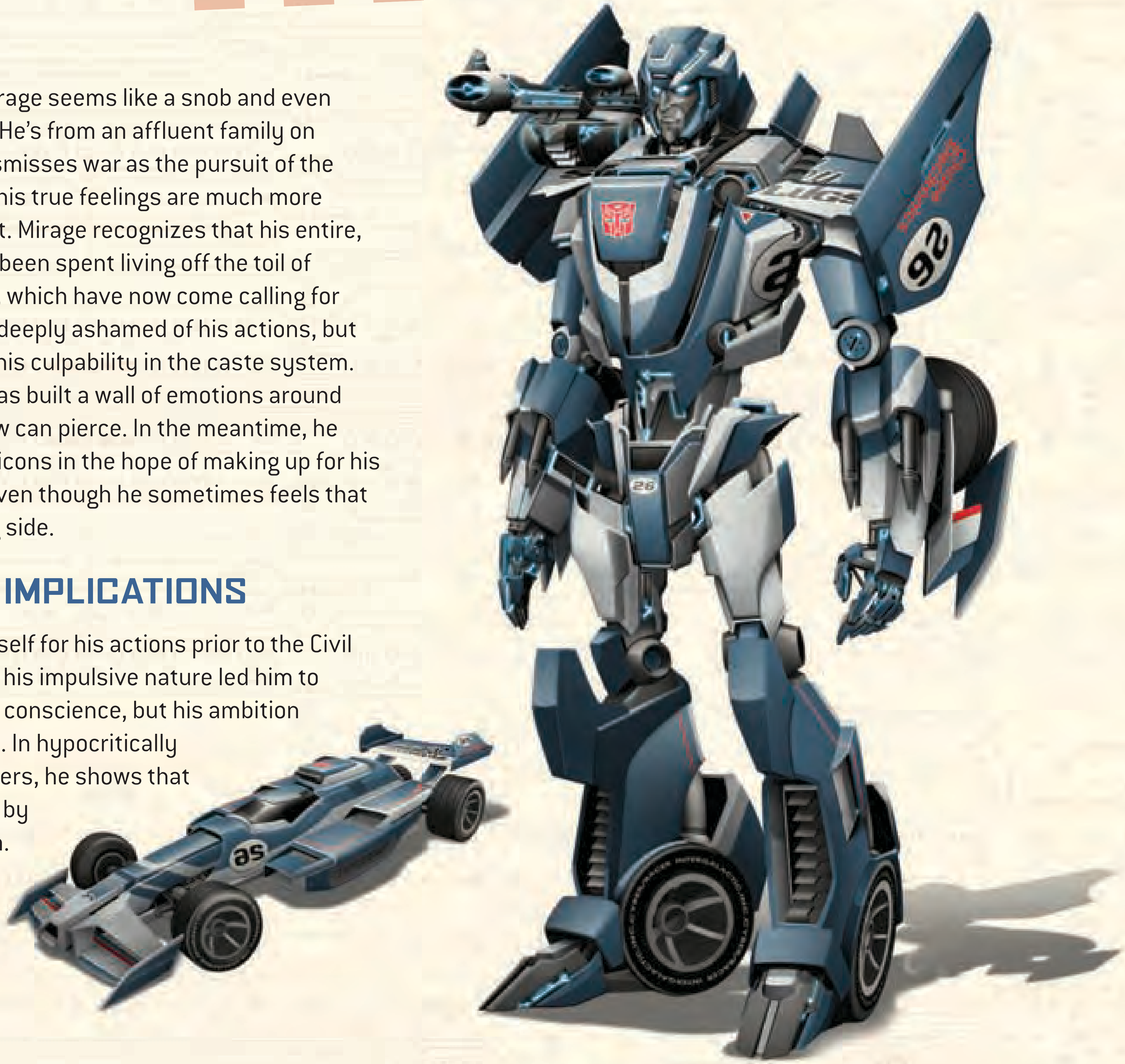
PRIMARY POLARITY: Megatronan

COMPLIMENTARY POLARITY: Alphanian

At first glance, Mirage seems like a snob and even a bit of a coward. He's from an affluent family on Cybertron and dismisses war as the pursuit of the rabble. However, his true feelings are much more complex than that. Mirage recognizes that his entire, well-bred life has been spent living off the toil of the downtrodden, which have now come calling for retribution. He is deeply ashamed of his actions, but refuses to admit his culpability in the caste system. Instead, Mirage has built a wall of emotions around himself, which few can pierce. In the meantime, he fights the Decepticons in the hope of making up for his past injustices, even though he sometimes feels that he's on the wrong side.

POLARITY IMPLICATIONS

Mirage hates himself for his actions prior to the Civil War knowing that his impulsive nature led him to act counter to his conscience, but his ambition knows no bounds. In hypocritically demanding of others, he shows that he is Megatronan by way of Alpha Trion.



C-TIER

CHARACTER PROFILE

SWOOP

TRANSFORMATION: Pterodactyl

ARCHETYPE: Warrior

PERSONALITY: Friendliest of the Dinobots, likes to show off, stubborn, bucks authority but respects Grimlock

HISTORY: Swoop, long ago, started a personal rivalry with both Starscream and Divebomb, which later drove him to join the Autobots when the group formed. He had previously travelled to Earth millions of years ago with the other Dinobots.

SPECIAL ABILITIES: Autobot flyer

DISTINGUISHING FEATURES: Speaks in patois

ALLIES & ENEMIES: Member of the Dinobots, enemy of Starscream

HUMAN CONNECTION: None

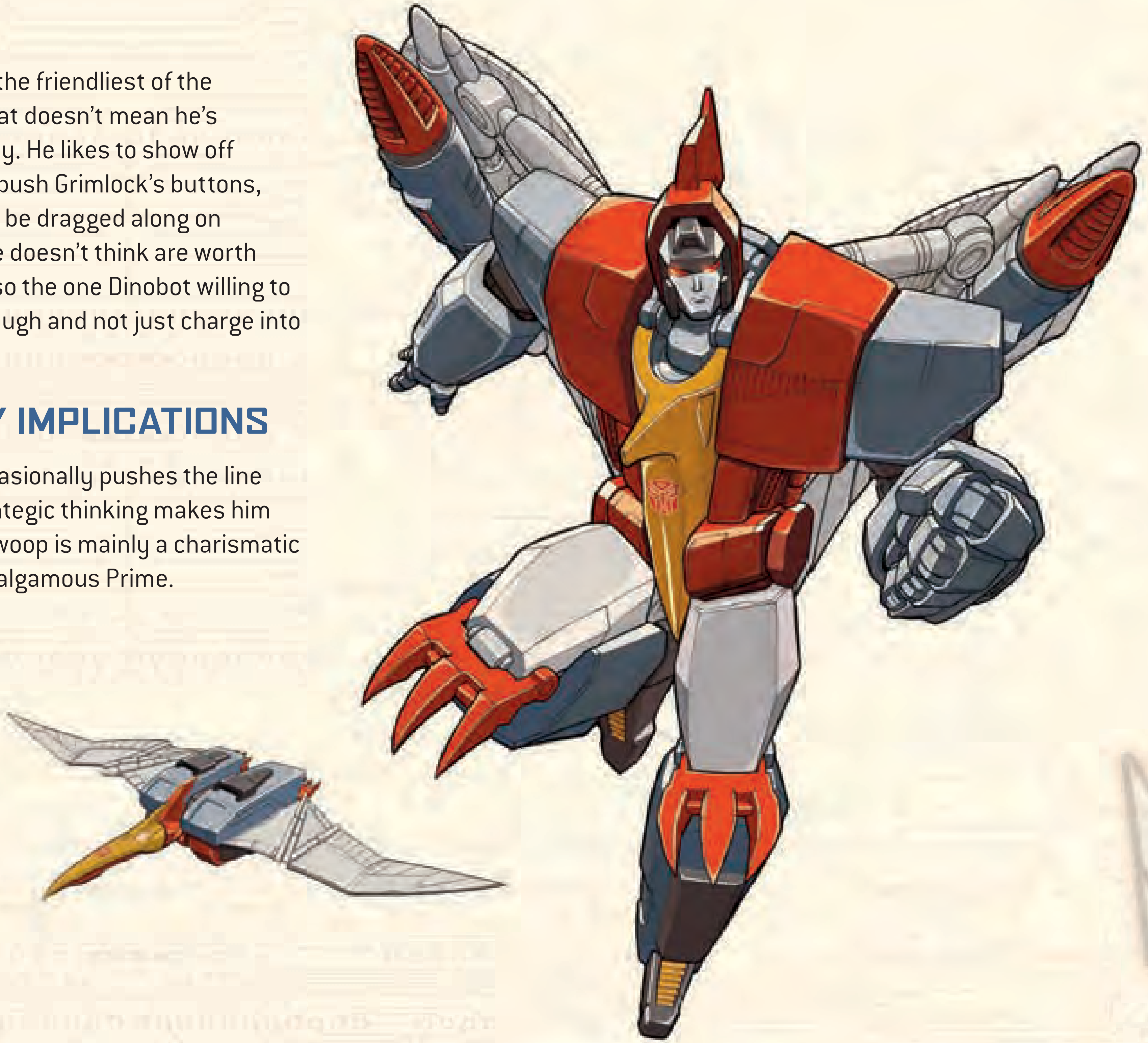
PRIMARY POLARITY: Amalgian

COMPLIMENTARY POLARITY: Vectorian

Swoop is one of the friendliest of the Dinobots, but that doesn't mean he's always a nice guy. He likes to show off his flying skills, push Grimlock's buttons, and often has to be dragged along on missions that he doesn't think are worth his time. He's also the one Dinobot willing to think things through and not just charge into battle.

POLARITY IMPLICATIONS

Friendly but occasionally pushes the line of taste. His strategic thinking makes him Vectorian, but Swoop is mainly a charismatic jokester like Amalgamous Prime.



C-TIER
CHARACTER PROFILE

SLUDGE

NAME: Sludge

TRANSFORMATION: Brachiosaurus

ARCHETYPE: Regular guy

PERSONALITY: Slow, bruising, loyal, simple, usually happy

HISTORY: Sludge believes in the rule of the strongest and so followed Grimlock to Earth millions of years ago when that Transformer was one of the more powerful on Cybertron. Later, he joined the Autobots along with the rest of the Dinobots, but still has reservations about Optimus Prime's rule.

SPECIAL ABILITIES: None

DISTINGUISHING FEATURES: Speaks in patois

ALLIES & ENEMIES: Member of the Dinobots

HUMAN CONNECTION: None

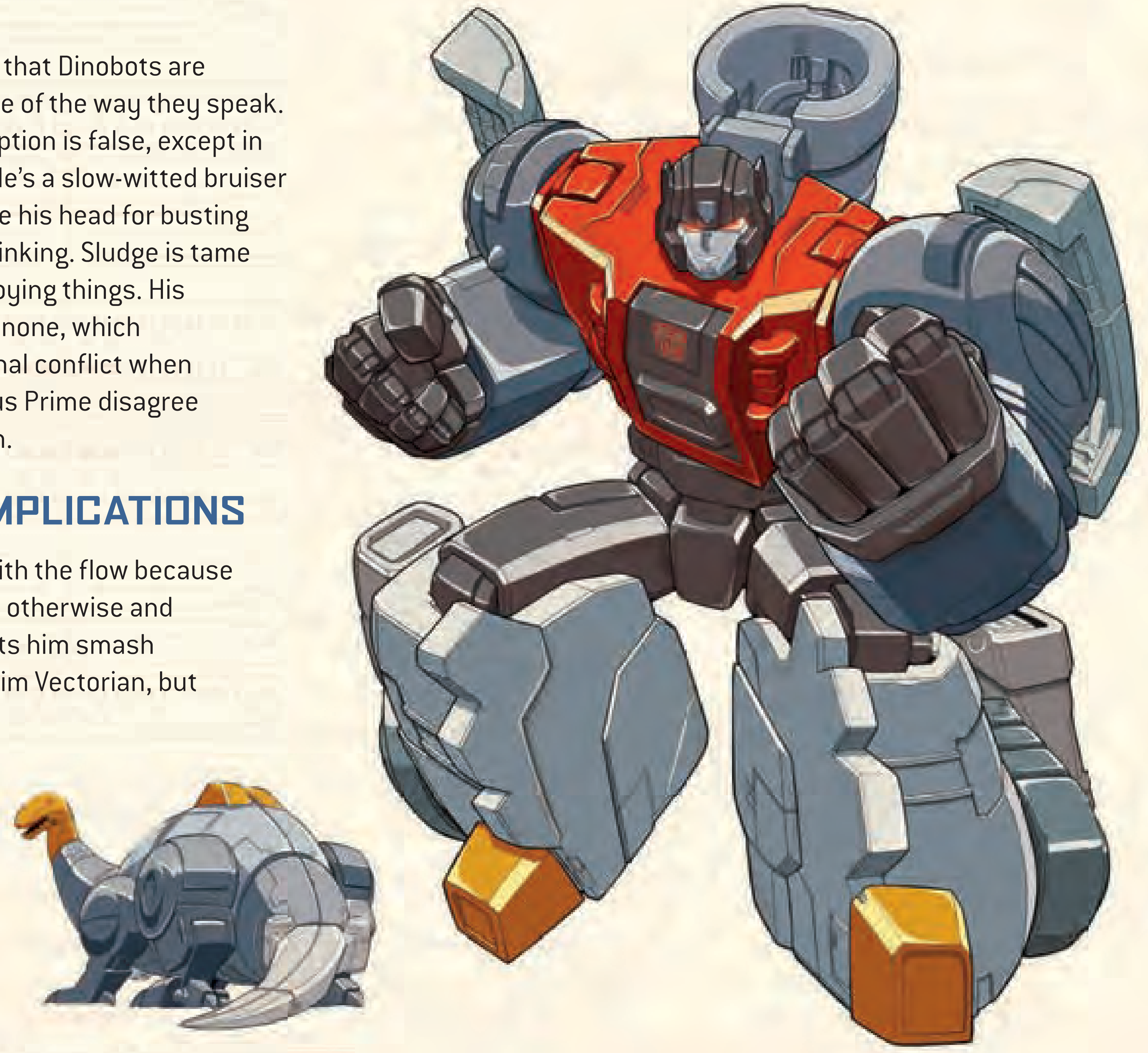
PRIMARY POLARITY: Vectorian

COMPLIMENTARY POLARITY: Alchemian

Most Autobots think that Dinobots are unintelligent because of the way they speak. Normally, this perception is false, except in the case of Sludge. He's a slow-witted bruiser who would rather use his head for busting Decepticons than thinking. Sludge is tame when he's not destroying things. His loyalty is second-to-none, which often creates personal conflict when Grimlock and Optimus Prime disagree on a course of action.

POLARITY IMPLICATIONS

Sludge goes along with the flow because he's too simple to do otherwise and because Grimlock lets him smash things. This makes him Vectorian, but his straightforward pragmatism also makes him slightly Alchemian.



SNARL

C-TIER
CHARACTER PROFILE

NAME: Snarl

TRANSFORMATION: Triceratops

ARCHETYPE: Outlaw

PERSONALITY: Surly, mean-spirited, nasty, violent, wrathful.

HISTORY: Bested by Grimlock in single combat, Snarl now serves under him as a dedicated follower. He followed his leader everywhere, from the edges of the galaxy to Earth. Now, he fights alongside the other Dinobots against the Decepticon menace.

SPECIAL ABILITIES: Fire-breath

DISTINGUISHING FEATURES: Speaks in patois

ALLIES & ENEMIES: Member of the Dinobots.

HUMAN CONNECTION: None

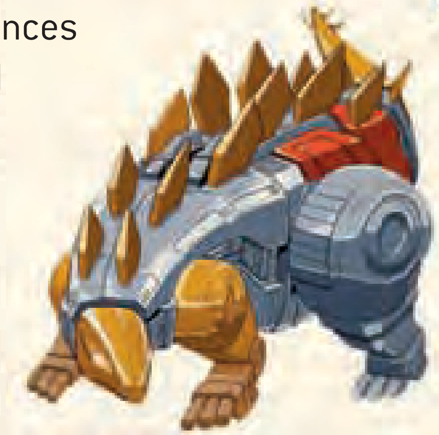
PRIMARY POLARITY: Onyxian

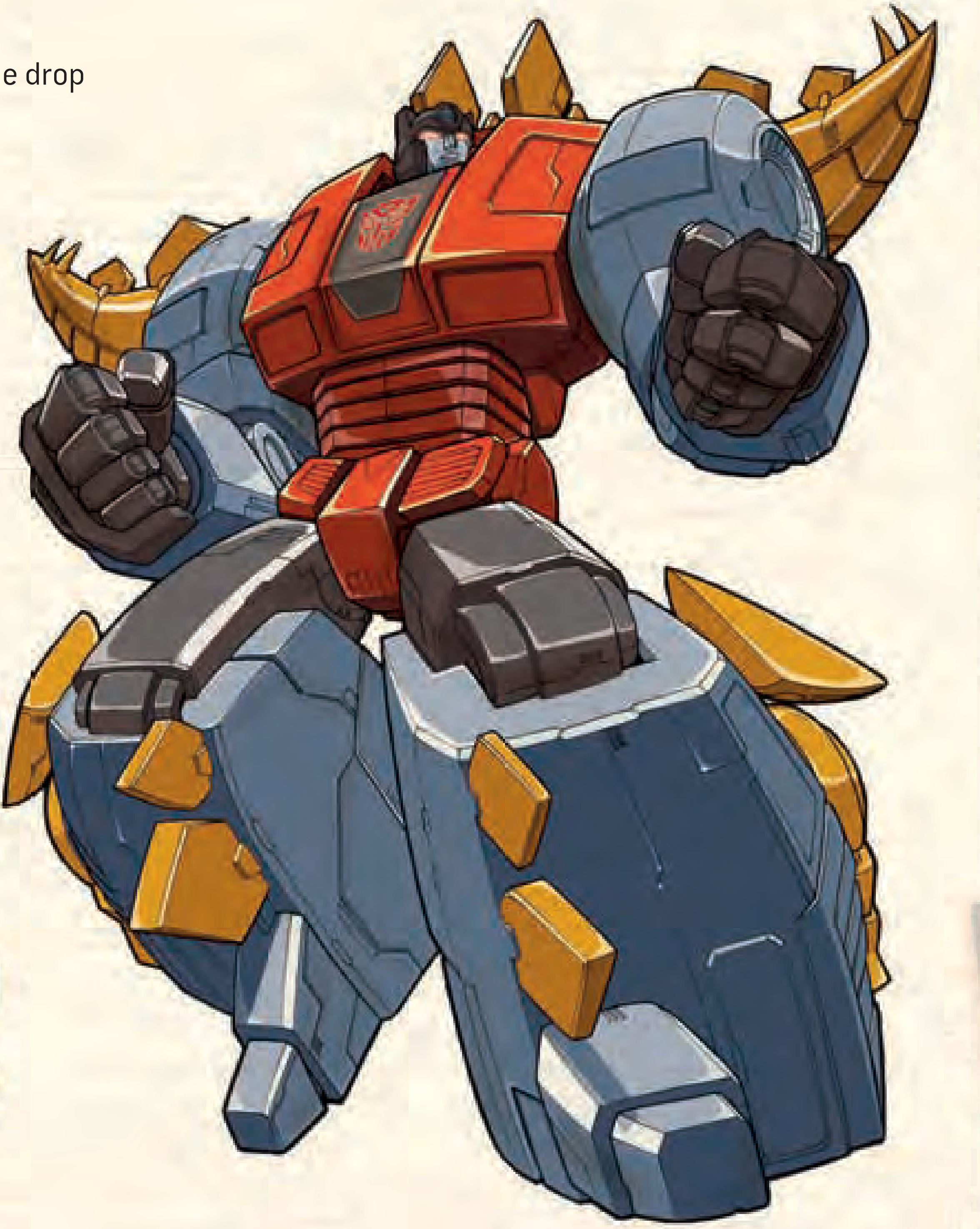
COMPLIMENTARY POLARITY: Liegeian

A mean-spirited curmudgeon who will fight at the drop of a circuit chip, Slag gives the Dinobots a bad name. He also believes in Grimlock's right-to-rule, and so constantly challenges Optimus Prime's authority. Slag is beholden to no law other than Grimlock's law, and so, he will frequently get into trouble by biting off more than he can chew. Of course, being one of the toughest Autobots means that he can chew a lot.

POLARITY IMPLICATIONS

This Autobot is so attached to his ideals of honor that he can seem like an arrogant warrior at points. His loyalty makes him Onyxian, while Liege Maximo influences his shrewdness and manipulative skills.





D-TIER

CHARACTER PROFILE

WHEELJACK

NAME: Wheeljack

TRANSFORMATION: Sports car

ARCHETYPE: Creator

PERSONALITY: Creative, workaholic, scientifically minded, determined, optimistic, hare-brained

HISTORY: Wheeljack was one of Cybertron's most renowned scientists, but not always in a good way. His exploits and exploding inventions regularly landed him in front of the High Council. Because many Autobots stuck by him during this time, he joined their cause, though he occasionally has sympathy for his fellow scientists on the Decepticon side.

SPECIAL ABILITIES: Inventive mind

DISTINGUISHING FEATURES: Rocket Launchers

ALLIES & ENEMIES: Friend of Ratchet

HUMAN CONNECTION: None

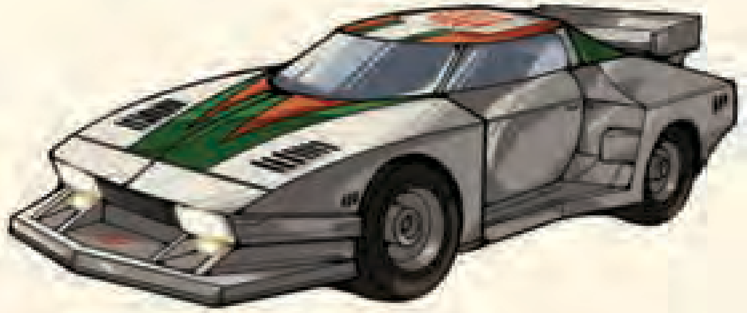
PRIMARY POLARITY: Solean

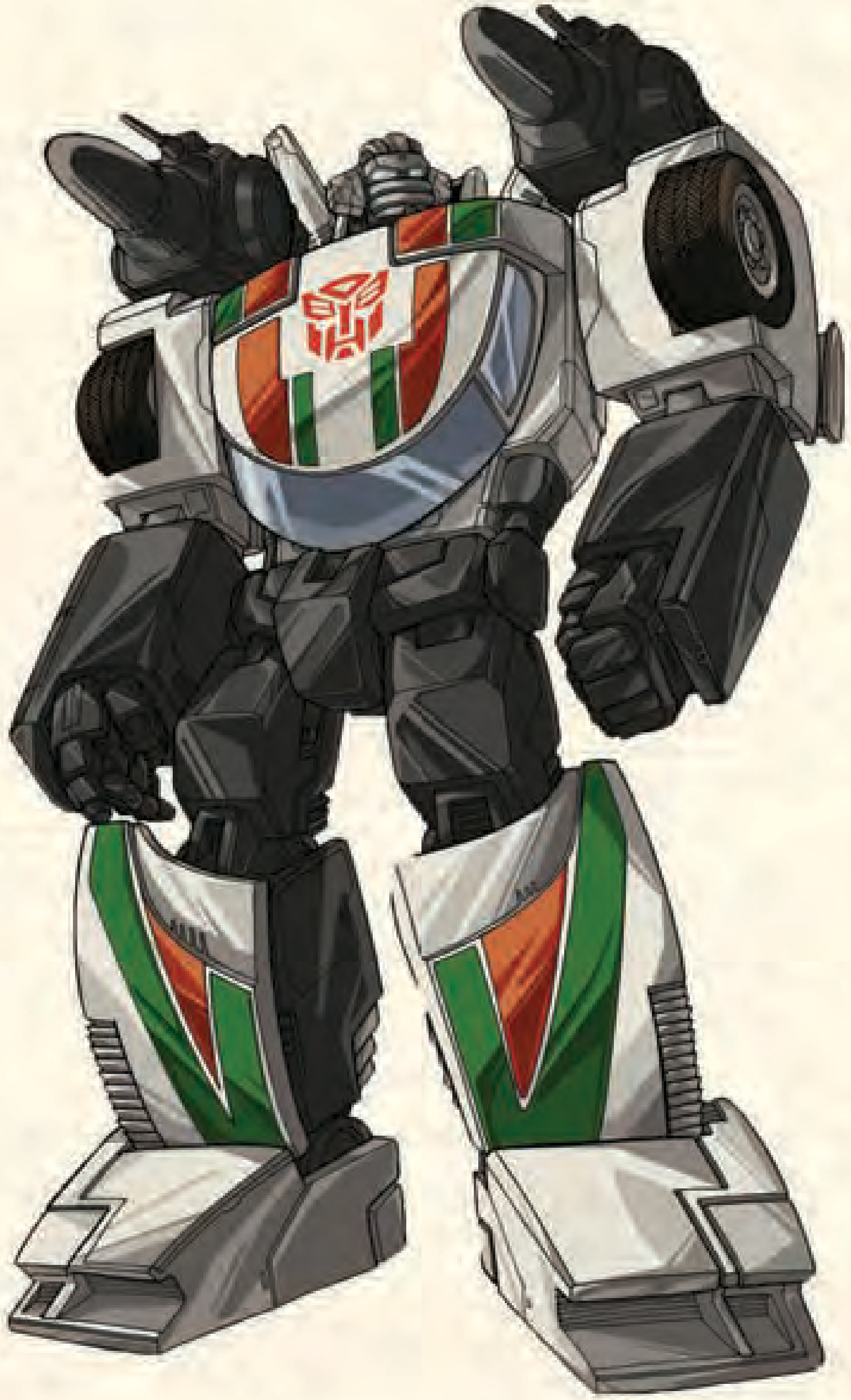
COMPLIMENTARY POLARITY: Primian

This Autobot is both a problem and a solution to every problem faced by his fellows. He's something of a crackpot scientist, as a good number of his inventions blow up in his face. For every successful gadget Wheeljack builds, there's one that requires Ratchet to put him (and his lab) back together. His inventions often backfire, but just as often enable his friends and allies to get out of a jam.

POLARITY IMPLICATIONS

Wheeljack is not aggressive, but compassionate, making him Solean instead of Quintessian. His noble naiveté also puts him inline with Prima.





D-TIER
CHARACTER PROFILE

ULTRA MAGNUS

NAME: Ultra Magnus

TRANSFORMATION: Battle convoy

ARCHETYPE: Hero

PERSONALITY: Brave, steadfast, strategically minded, filled with self-doubt

HISTORY: Ultra Magnus was one of Optimus Prime's best generals during the Civil War. He took over Prime's duties on Cybertron when Optimus disappeared along with the Ark. One of the few surviving Elite Guard, joined the Autobots side at the onset of war. Ultra Magnus choose to stay behind and lead the resistance when Optimus Prime left onboard the Ark.

SPECIAL ABILITIES: None

DISTINGUISHING FEATURES: The Magnus Hammer, a large weapon that can create an energy blast similar to an EMP when smashed into the ground

ALLIES & ENEMIES: Rival of Optimus Prime, leader of the Wreckers

HUMAN CONNECTION: None

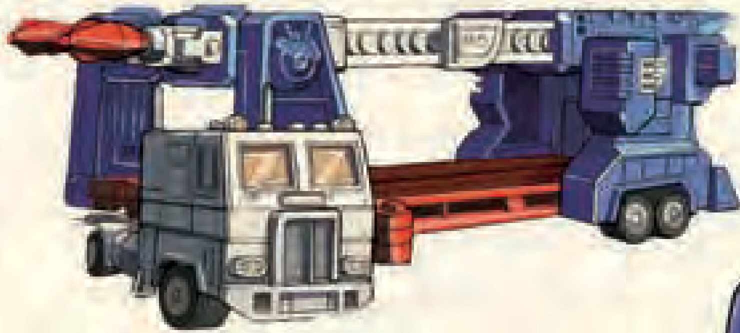
PRIMARY POLARITY: Alchemian

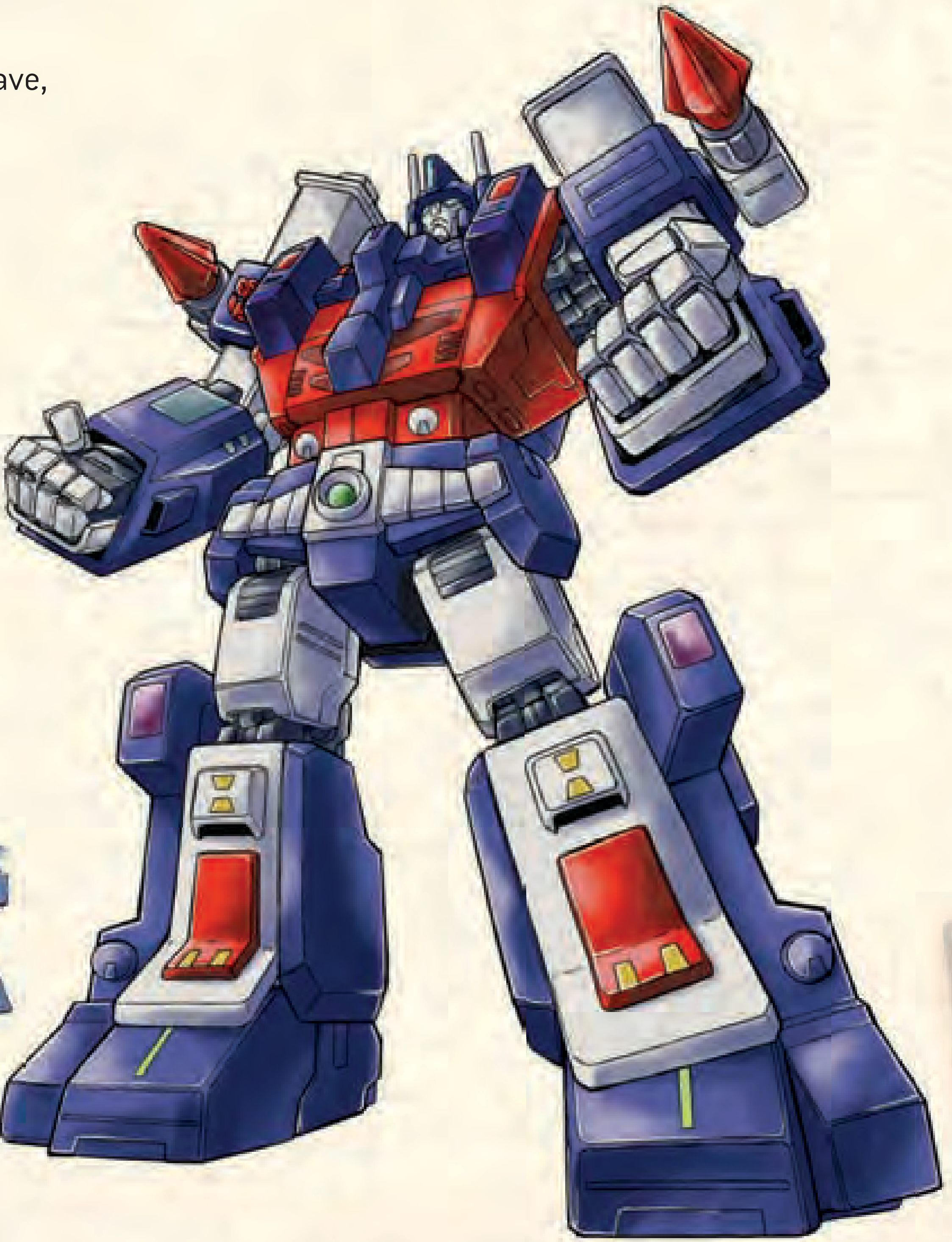
COMPLIMENTARY POLARITY: Megatronan

Ultra Magnus is the consummate soldier. He is a brave, noble, and tireless fighter. However, despite his peerless leadership, Magnus much prefers taking orders to giving them, though his fellow Wreckers would follow Magnus to the ends of the Universe. If Magnus would realize this, his self-confidence might improve. Bitter against Optimus Prime for having left Cybertron. When reunited with Optimus Prime the two often butt heads over how things should get done.

POLARITY IMPLICATIONS

Ultra Magnus is a straight shooting worrier. His ambition isn't vast, but he does dream of winning the Autobot cause, making him slightly Megatronan but shading more Alchemian.





D-TIER

CHARACTER PROFILE

SPRINGER

NAME: Springer

TRANSFORMATION: Helicopter, armored car

ARCHETYPE: Hero

PERSONALITY: Self-confident, inwardly worried, undaunted, smug, fearless, prefers to fight alongside his fellow Wreckers.

HISTORY: Springer was once one of Optimus Prime's best lieutenants. Now, he is Ultra Magnus's second-in-command on Cybertron.

SPECIAL ABILITIES: Triple-Changer, High Speed, flight

DISTINGUISHING FEATURES: Sword

ALLIES & ENEMIES: Friend and rival of Rodimus, friend of Arcee, second in command of the Wreckers

HUMAN CONNECTION: None

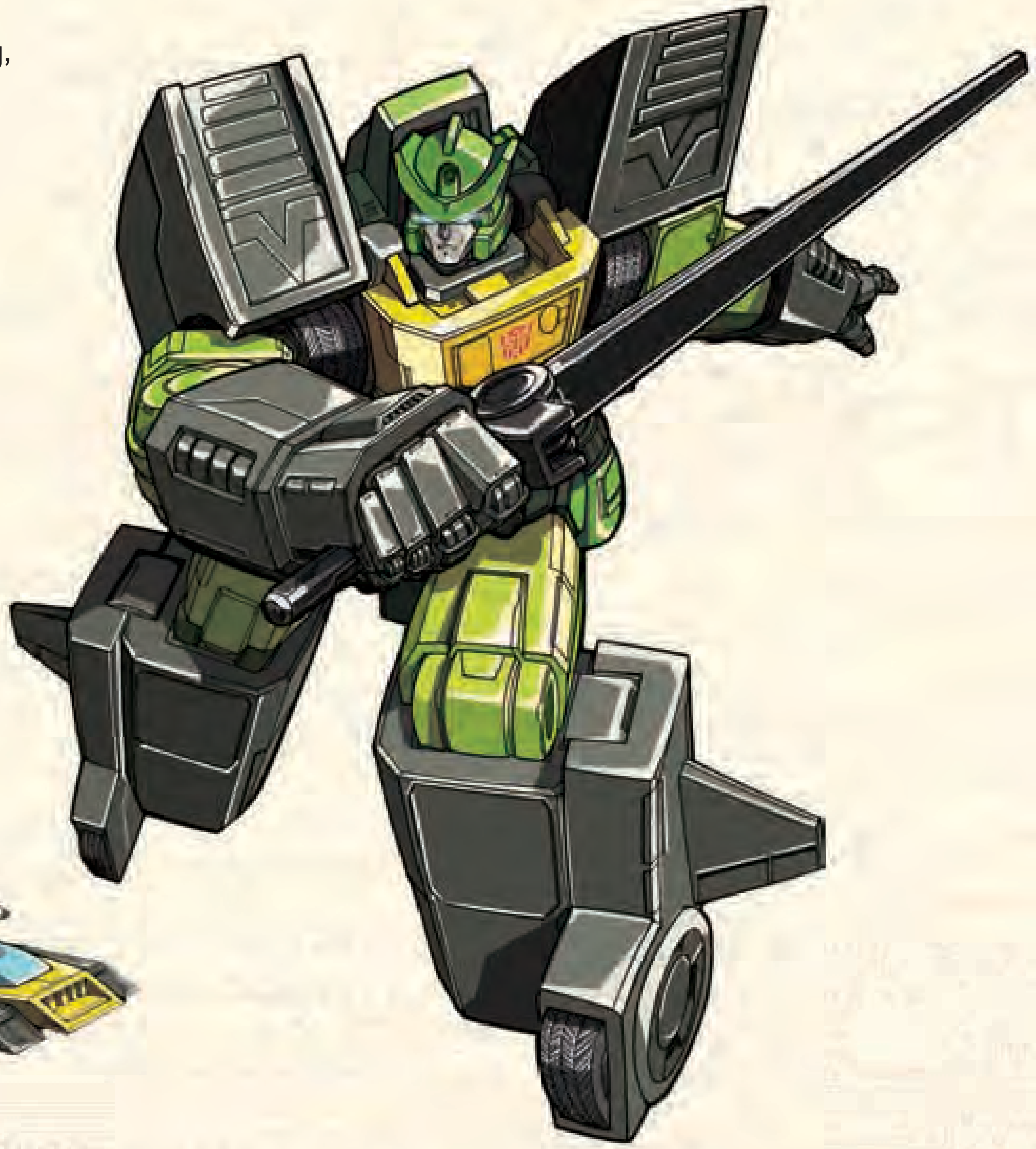
PRIMARY POLARITY: Liegeian

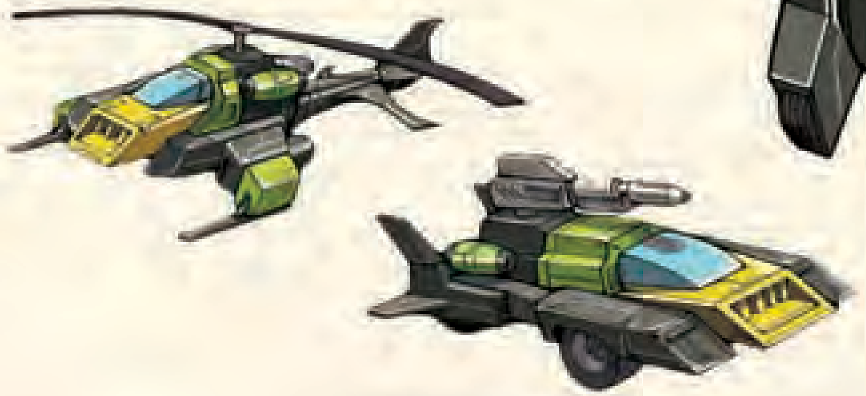
COMPLIMENTARY POLARITY: Megatronan

Due to his skills and triple-changing ability, Springer is one Autobot who seems to come up on top of every situation. He's brave, strong, and can "spring" into action at an astonishing speed. Springer believes in doing what it takes to get the job done. For this reason, he joined the Wreckers eventually advancing to become their second in command.

POLARITY IMPLICATIONS

As Springer is a master tactician, aided by charisma but hindered by self-doubt; he is most closely aligned with Liege Maximo, followed by Megatronus.





D-TIER
CHARACTER PROFILE

BRAWN

NAME: Brawn

TRANSFORMATION: Mini-Land cruiser

ARCHETYPE: Warrior

PERSONALITY: Macho, suffers from a Napoleon complex, sarcastic, audacious, a bully

HISTORY: At the onset of the Great War, many people thought Brawn's attitude would lead him to join the Decepticons, but Brawn's ties to Ironhide made him enlist in the Autobot cause, where he has remained ever since.

SPECIAL ABILITIES: Super strength for a bot his size.

DISTINGUISHING FEATURES: Nearly indestructible, small

ALLIES & ENEMIES: Friend of Ironhide

HUMAN CONNECTION: None

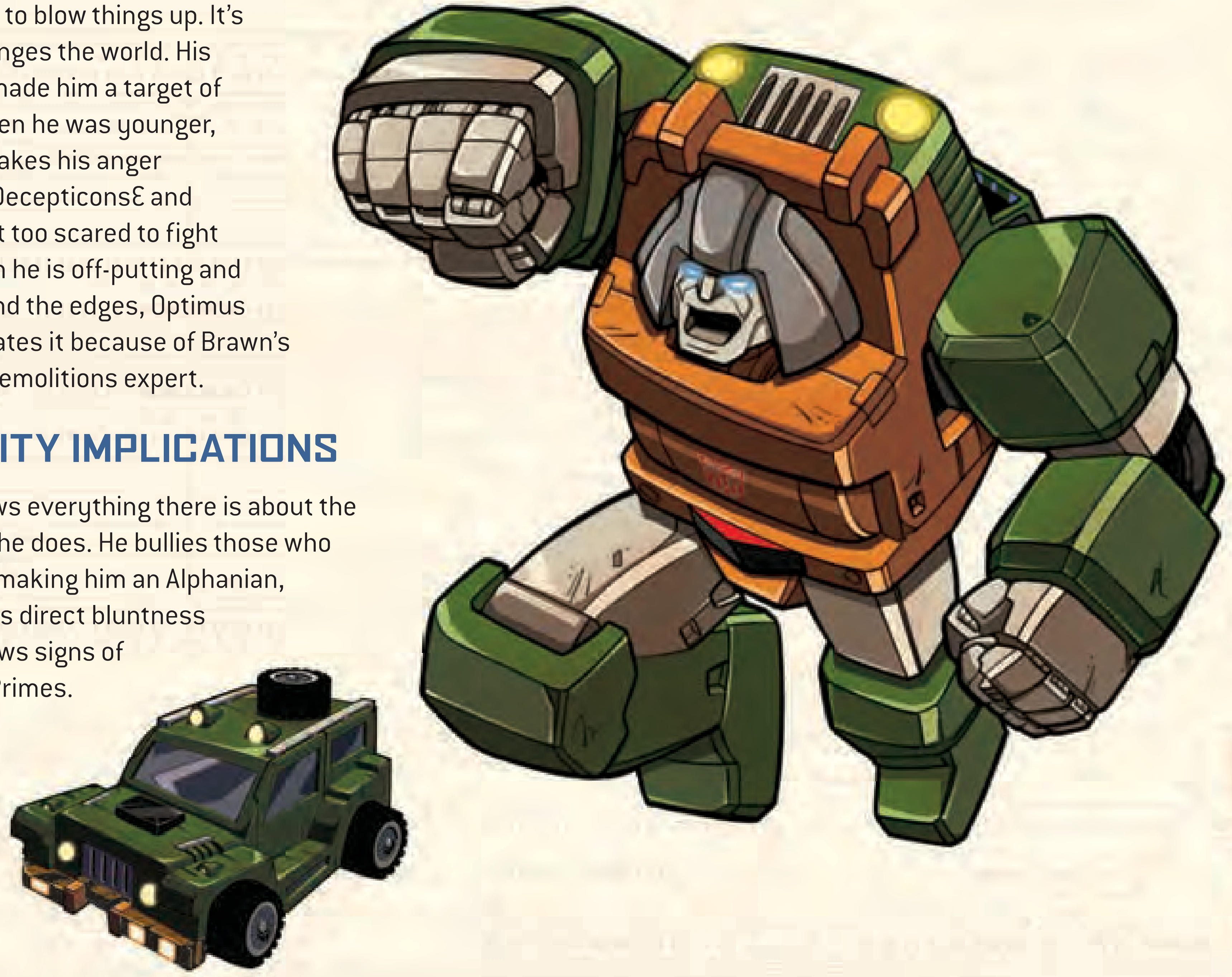
PRIMARY POLARITY: Alphanian

COMPLIMENTARY POLARITY: Alchemian

Brawn likes to blow things up. It's how he changes the world. His small size made him a target of bullying when he was younger, so now he takes his anger out on the DecepticonsƐ and any Autobot too scared to fight him. Though he is off-putting and rough around the edges, Optimus Prime tolerates it because of Brawn's skills as a demolitions expert.

POLARITY IMPLICATIONS

Brawn knows everything there is about the things that he does. He bullies those who know less, making him an Alphanian, though in his direct bluntness he also shows signs of Alchemist Primes.



D-TIER
CHARACTER PROFILE

CLIFFJUMPER

NAME: Cliffjumper

TRANSFORMATION: Compact car

ARCHETYPE: Outlaw

PERSONALITY: Reckless, bitter, independent

HISTORY: While an Autobot, he doesn't take direction well, often getting into trouble

COLORATION: red

DISTINGUISHING FEATURES: small but tough

ALLIES & ENEMIES: Autobots

HUMAN CONNECTION: Doesn't really think they're worth his time

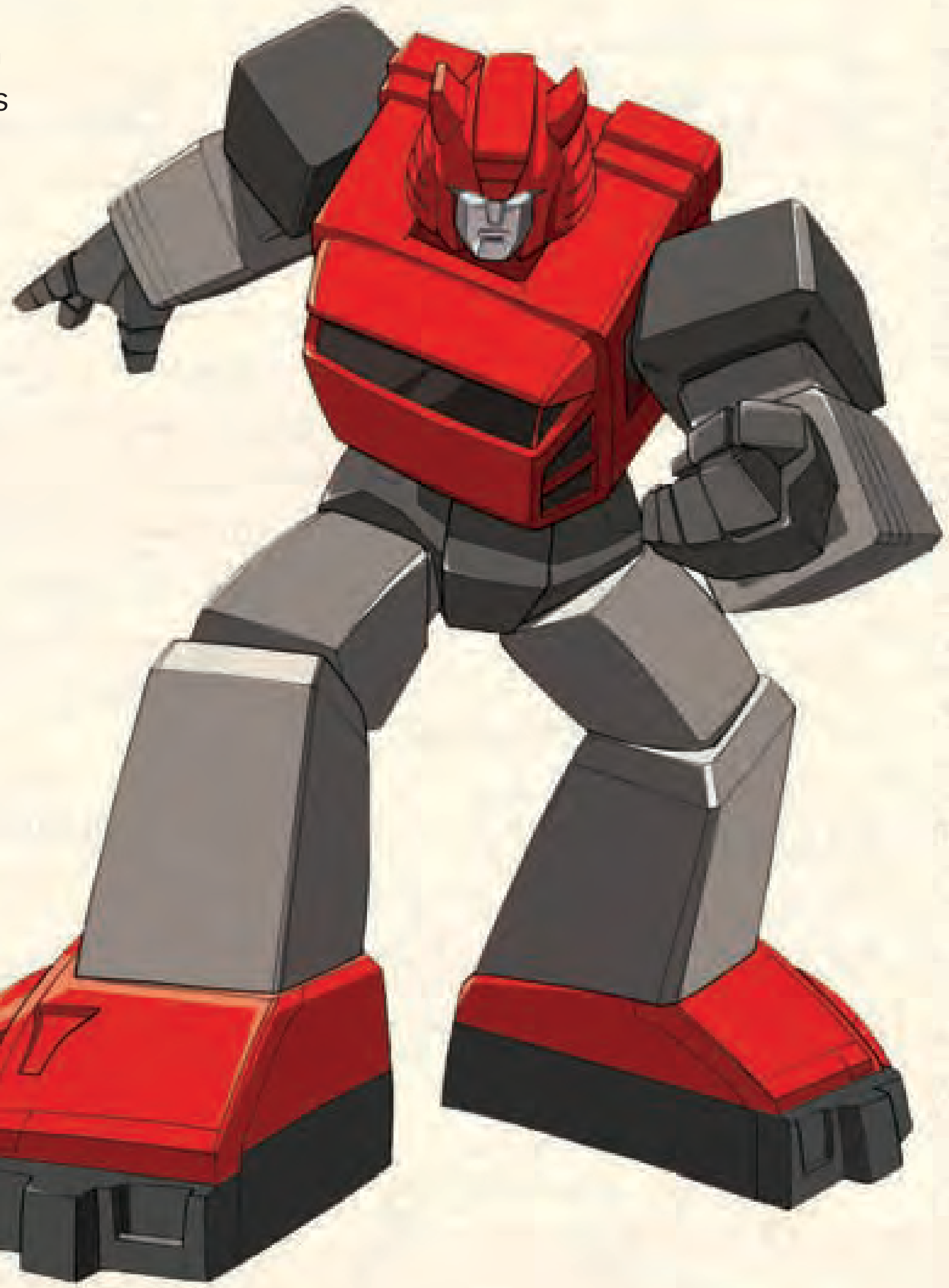
PRIMARY POLARITY: Onyxian

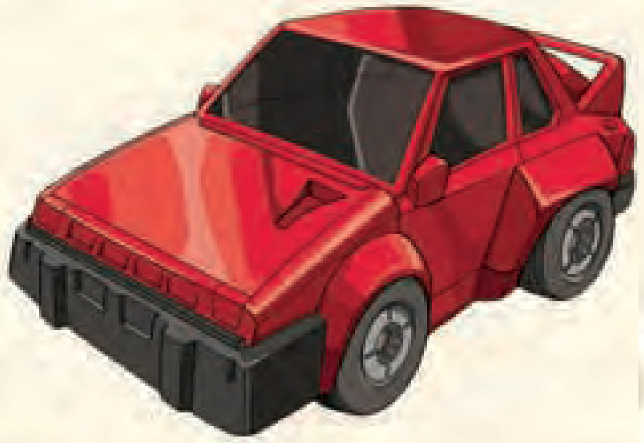
COMPLIMENTARY POLARITY: Vectorian

Cliffjumper is the kind of guy who leaps first and then asks why. He is an eager fighter who takes great risks that sometimes provide great reward, though more often than not, they don't. He's a vicious fighter in battle, but doesn't watch his back as much as he should. A young Autobot, his irresponsibility often puts his comrades in danger trying to get him out of messes he creates by acting rashly.

POLARITY IMPLICATIONS

Cliffjumper's Onyxian alignment shows he's likely to fly off the handle, to act according to him impulses rather than according to plan. His Vectorian side also gives him a tendency to prefer working on his own, thinking that he knows better than the group.





BLURR

D-TIER
CHARACTER PROFILE

NAME: Blurr

TRANSFORMATION: Mach 5 race car

ARCHETYPE: Rebel

PERSONALITY: Eager, desperate to please, quick-witted, lacks self-control, usually driven by impulses

HISTORY: After having been crowned Velocitron's Top Racer for several years running, Blurr first encountered the Autobots while a refugee from his homeworld. Unable to return home, Blurr took it upon himself to help the Autobots by becoming a scout. Once he encountered Ultra Magnus and the Wreckers, he recognized a gap in their group that he could anxiously fill.

SPECIAL ABILITIES: Super-Speed

DISTINGUISHING FEATURES: Fast Talker, blurred motions

ALLIES & ENEMIES: Loyal follower of Ultra Magnus, member of the Wreckers

HUMAN CONNECTION: None

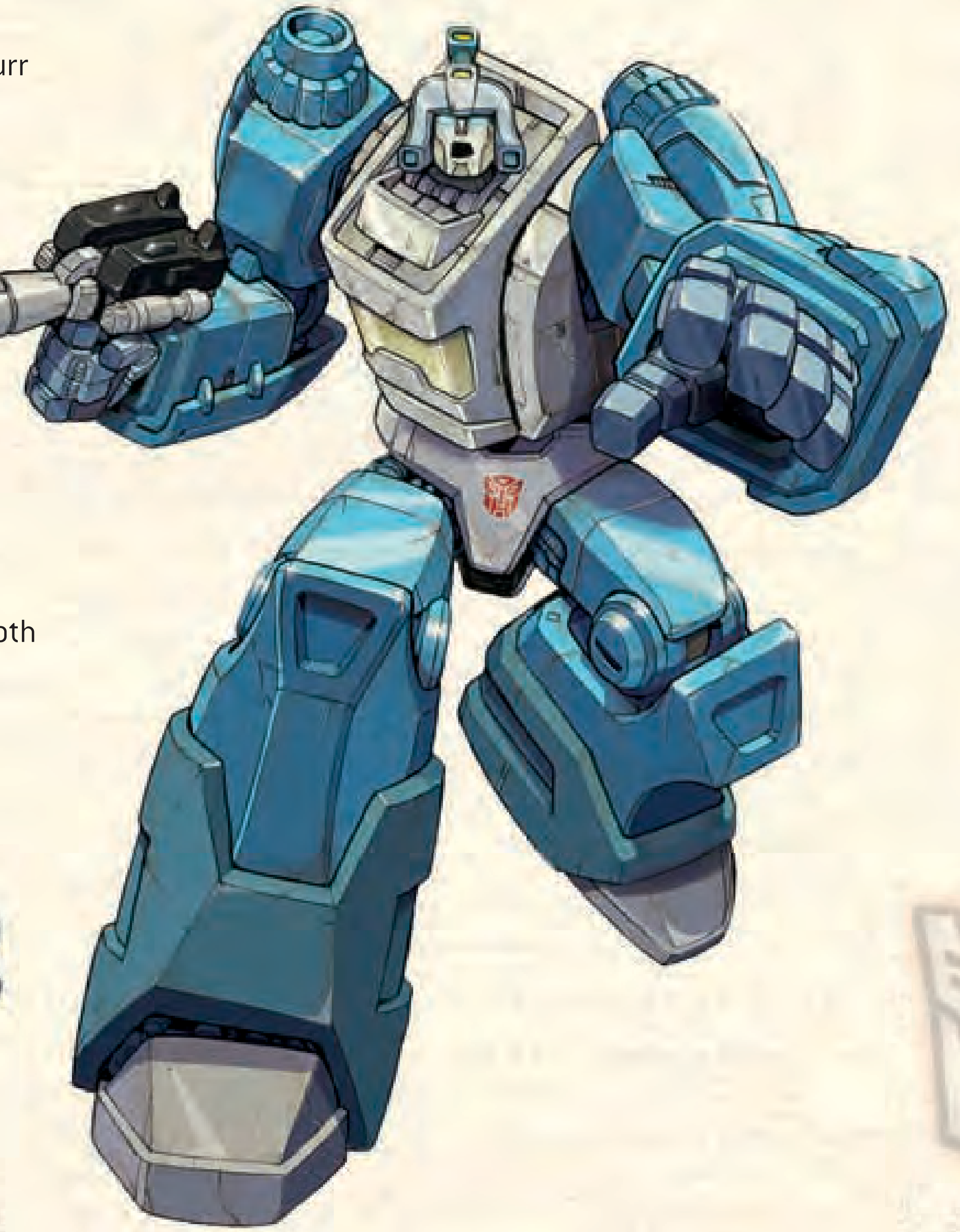
PRIMARY POLARITY: Nexian

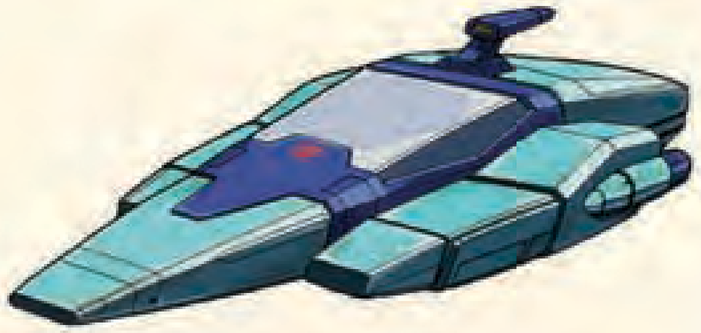
COMPLIMENTARY POLARITY: Onyxian

Velocitronians are the fastest Transformers and Blurr is the fastest Velocitronian. He isn't very skilled in combat or wise to the ways of war and society, but he does have a lot of heart, which he wears on his sleeve at all times. Desperate to prove himself a hero, Blurr is always trying to impress people, which only exacerbates his insecurity and can prove annoying to the other Autobots.

POLARITY IMPLICATIONS

Blurr is loyal, erratic, and unyielding, making him both Nexian and Onyxian. He doesn't share an Onyxian's sense of arrogance, though, so he is more in line with Nexus Prime.





E-TIER
CHARACTER PROFILE

OMEGA SUPREME

NAME: Omega Supreme

TRANSFORMATION: Cybertronian ship

ARCHETYPE: Protector

PERSONALITY: Deep thinking, strategic, trusting, quiet

HISTORY: Omega Supreme is an ancient Cybertronian guardian whose role it once was to protect cities and artifacts such as the AllSpark. The eruption of the Cybertronian Civil War plagued his conscience, but he fought with the Autobots nonetheless. When Prime left for Earth, Omega volunteered to stay behind and finish off the fight. He remained there until contact was made between the two planets. He is the Autobots' last line of defense.

SPECIAL ABILITIES: Can launch missiles from either Proto-Form or Alt-Mode

DISTINGUISHING FEATURES: Missile Launchers, Massive Size, Weaponized hands

ALLIES & ENEMIES: Friend of Sentinel Prime, former friend of the Constructicons, confidant of Optimus Prime

HUMAN CONNECTION: None

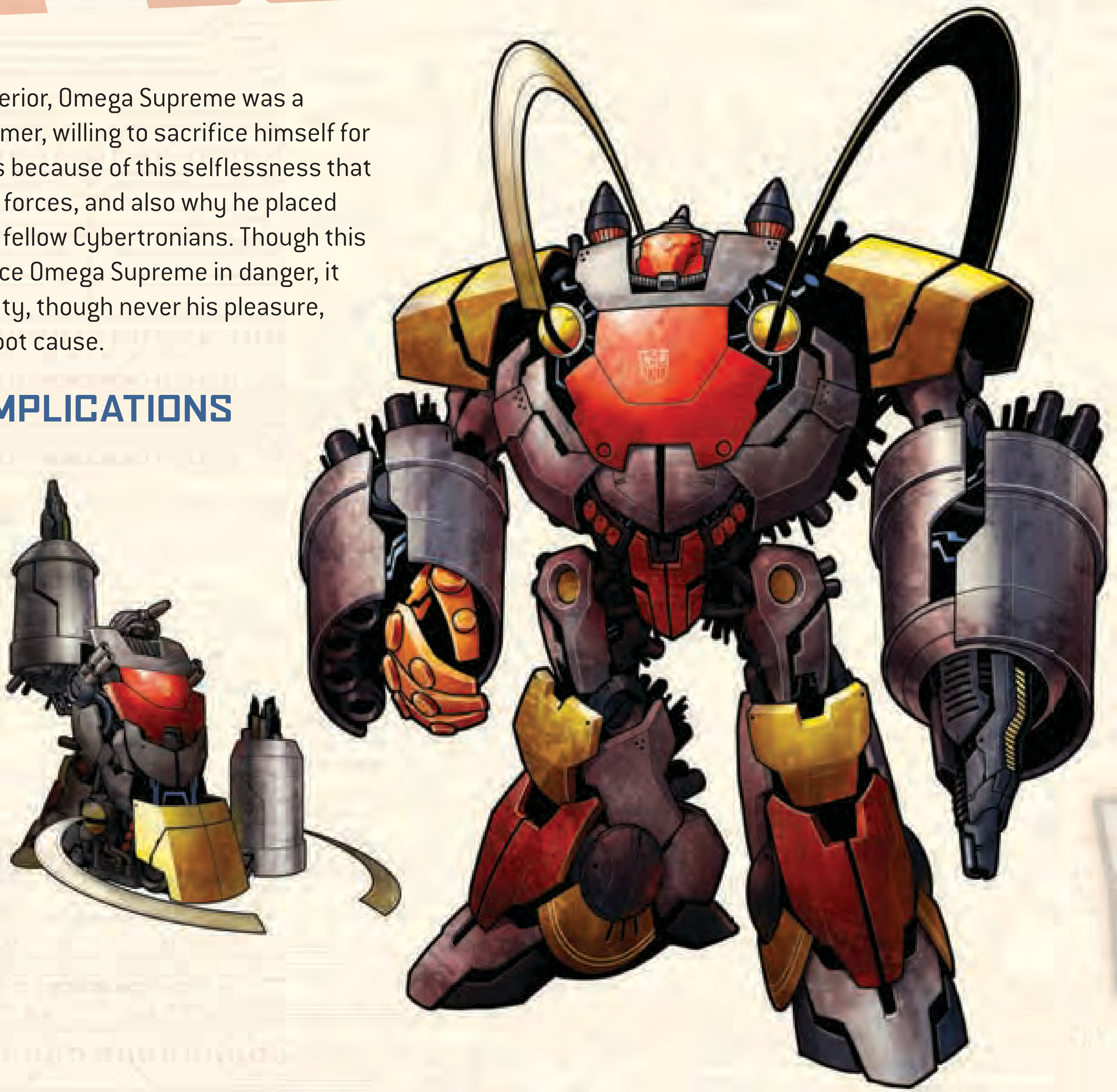
PRIMARY POLARITY: Micronian

COMPLIMENTARY POLARITY: Primian

Despite his grim exterior, Omega Supreme was a passionate Transformer, willing to sacrifice himself for those in need. It was because of this selflessness that he joined the armed forces, and also why he placed so much trust in his fellow Cybertronians. Though this trust would later place Omega Supreme in danger, it has remained his duty, though never his pleasure, to fight for the Autobot cause.

POLARITY IMPLICATIONS

Omega Supreme's quiet leadership, and his introverted nature, shows him to be of both Micronus (primarily) and Prima (secondarily), though Micronus's confidence clearly overcomes Prima's naïveté.



E-TIER
CHARACTER PROFILE

SENTINEL PRIME

NAME: Sentinel Prime

TRANSFORMATION: Fire truck

ARCHETYPE: Ruler

PERSONALITY: Stubborn, resolute, dignified, proud, intelligent, sometimes crotchety

HISTORY: Sentinel Prime led Cybertron for the last few million years of its Golden Age, but he failed to prevent the rise of the Decepticons. He died under mysterious circumstances.

SPECIAL ABILITIES: Able to meld and super-transform

DISTINGUISHING FEATURES: The Staff of Reclamation; a large staff that transforms into an elaborate geometrix helix that reads a wide spectrum of energy signatures emitted by a Transformer. During slightly paranoid times, Sentinel Prime used this personally attuned device to gauge the "sincerity" of his allies and enemies.

ALLIES & ENEMIES: Ally of Omega Supreme, enemy of the Decepticons

HUMAN CONNECTION: None

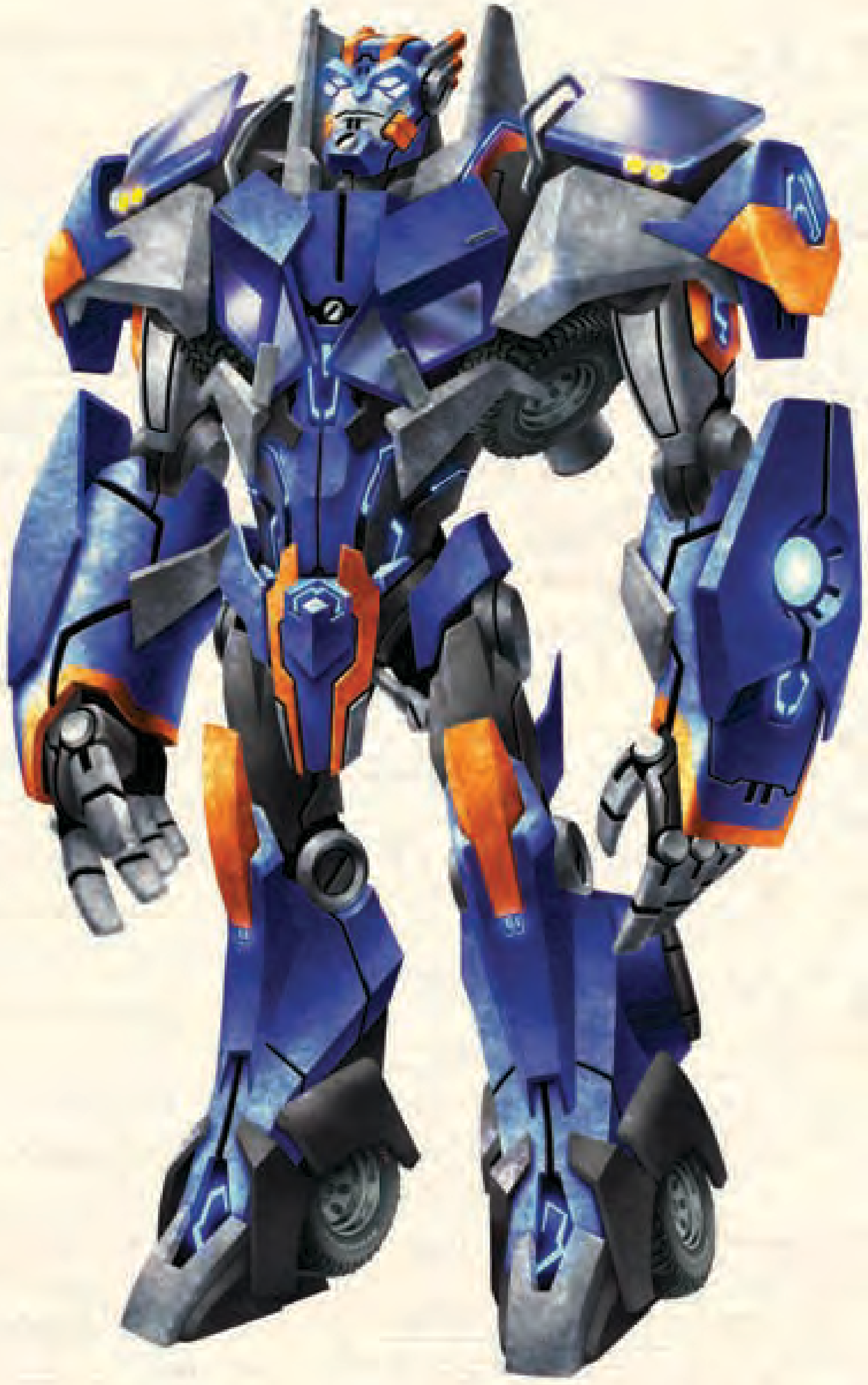
PRIMARY POLARITY: Vectorian

COMPLIMENTARY POLARITY: Alphanian

Though never an exemplary leader, Sentinel Prime managed to guide Cybertron through millions of years during the Golden Age, ensuring peace and prosperity for most, though certainly not all, Transformers. Sentinel's flaw was his inability to see the mistakes of the past and address them to change the future. Rather than admit to his own failures, Sentinel stubbornly clung to the caste system that had been implemented long before his rule. This obstinate attitude blocked Sentinel from seeing the inevitable change sweeping across Transformer culture until it was too late.

POLARITY IMPLICATIONS

Sentinel Prime's puritanical nature comes from his Alphanian roots, but his Vectorian heritage is evident in his strategy, shrewdness, and dedication to the status quo.



Decepticon Character Profiles

MAIN
CHARACTER PROFILE

MEGATRON

NAME: Megatron

TRANSFORMATION: Jet-Tank

ARCHETYPE: Ruler

PERSONALITY: Fanatical, merciless, cruel, ambitious, haunted by the past, intense, confident

HISTORY: The being known, as Megatron was originally a gladiator with no name. Seeing the destruction around him, he seized upon the moniker of Megatronus and launched an assault on the caste system and rulers of Cybertron. Though he gained many followers—including, at one point, Orion Pax—Megatron's quest for justice eventually transformed into a quest for vengeance and power. Even death couldn't stop him, as Megatron arose from being defeated on distant Earth to launch a second attack on the Autobots.

SPECIAL ABILITIES: None

WEAPONS: Arm cannon, Fusion cannon, Energon weapons, battleaxes, battle mace, swords

COLORATION: Forest camouflage, silver

DISTINGUISHING FEATURES: Fusion Gun

ALLIES & ENEMIES: Leader of the Decepticons, former friend-turned-enemy of Optimus Prime

HUMAN CONNECTION: None

PRIMARY POLARITY: Megatronan

COMPLIMENTARY POLARITY: Liegeian

Megatron is an ambitious Transformer. He begins his days without a name, forced into the gladiatorial pits of Cybertron's underground. He was strong, and with his might became a celebrated warrior who took the name of the most fearsome Prime, Megatron. His martial prowess was his ticket to enfranchisement and as he gained a following, he began a movement. His drive to empower the downtrodden gladiators of Cybertron quickly gained power as he allied with other oppressed castes to bolster his ambitions. He became close with a data clerk in Iacon, Orion Pax, who challenged him intellectually and helped him refine his arguments while giving him a path to disseminating propaganda through the media systems of Cybertron.

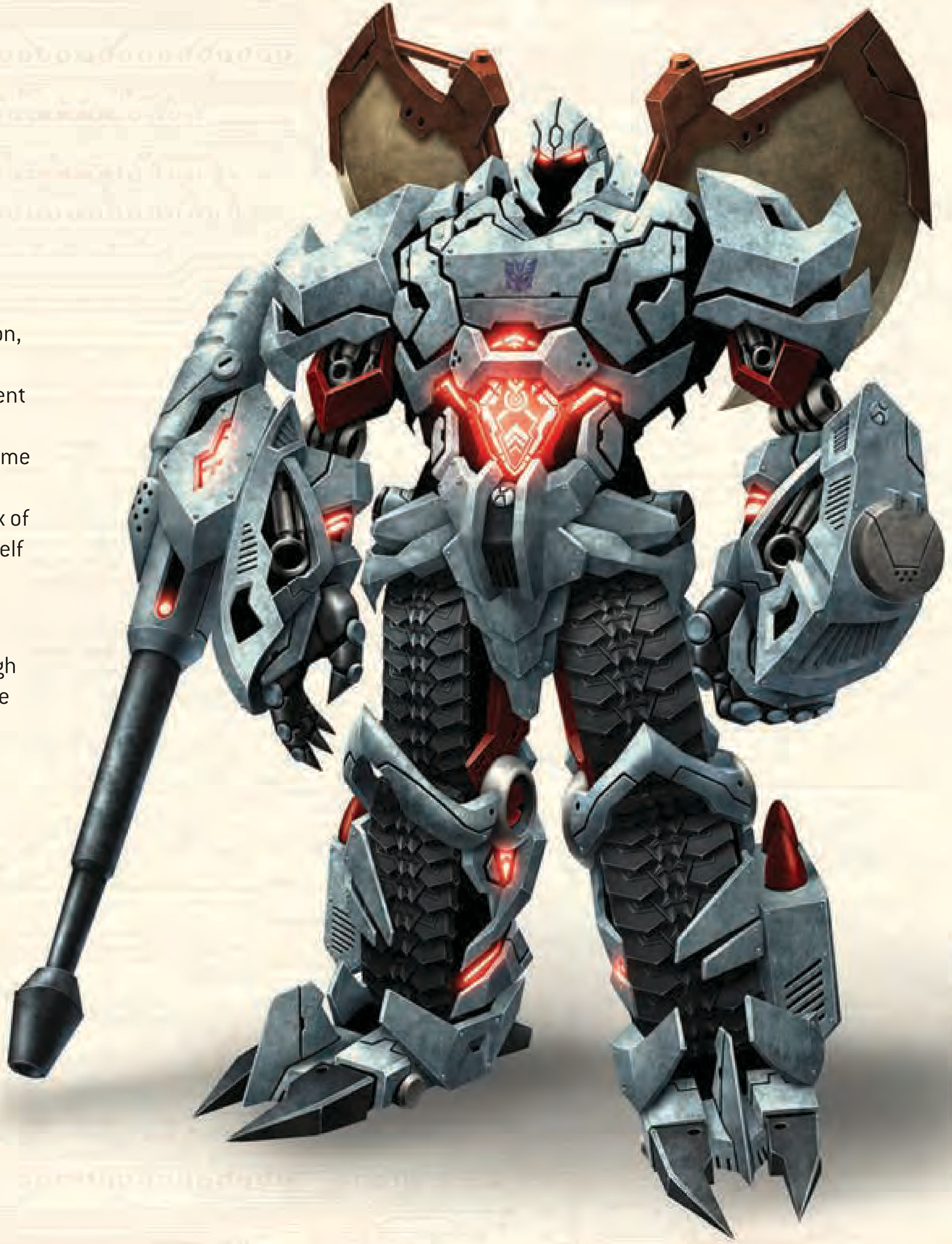
While his propaganda campaign drew support in many sectors Megatron also began a campaign of terrorist actions, knowing many would simply surrender after showing the might of the Decepticons bombing key targets. When Orion Pax confronted Megatron about the guerilla actions, he denied them, citing such excessive actions as the price of freedom. Megatron's dissemblance poisoned their relationship and his insecurities destroyed his most healthy relationship with another being.

Megatron's insecurities color his character more than his physical prowess, ambitions, or even his cause. Megatron decided early in his life that he would never let another rule him. So being vulnerable to Orion Pax as a friend, and seeing Orion's blossoming leadership qualities exacerbated Megatron's fears. He set to work undermining his friend throughout their partnership, thinking he so superior in the doing, that when the Council of Cybertron chose Orion Pax over him, he was blindsided and completely lost his conscience.

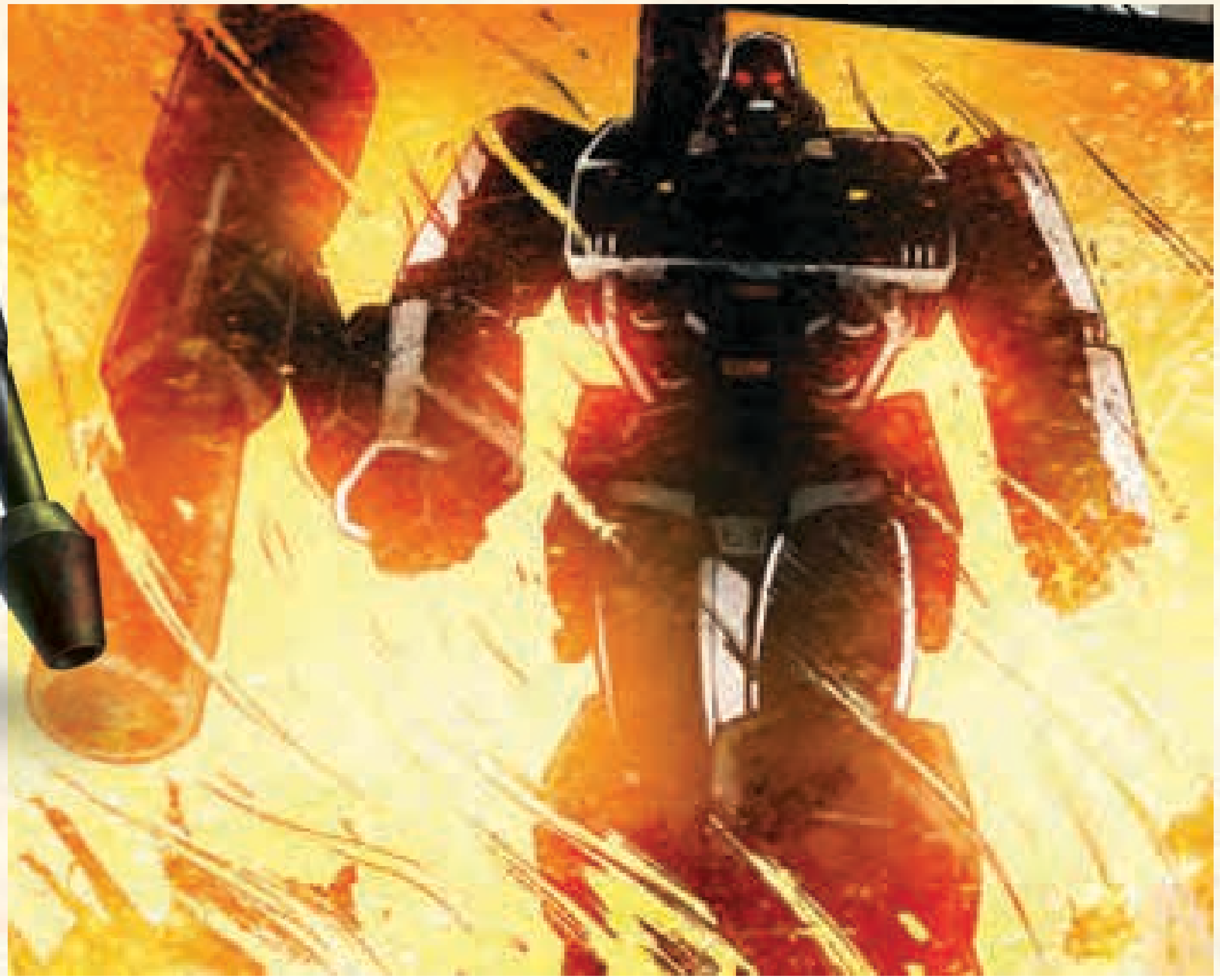
Leading a violent revolt he overtook Cybertron, but his victory was not enough. He wanted to possess the world completely and shape it to his desires. He overpowered many of his allies in order to retrieve Dark Energon and ignored every warning about the material as he corrupted Cybertron's core with it.

When it still did not unlock Cybertron, and Optimus Prime once again was given the approval and empowerment of Cybertron over him, Megatron's rage knew only one target. He became singularly obsessed with killing Optimus Prime, regaining the Matrix of Leadership and finally ridding himself of the only Transformer to rival his power.

While Megatron once stood for a high minded ideal, it was a selfish motive



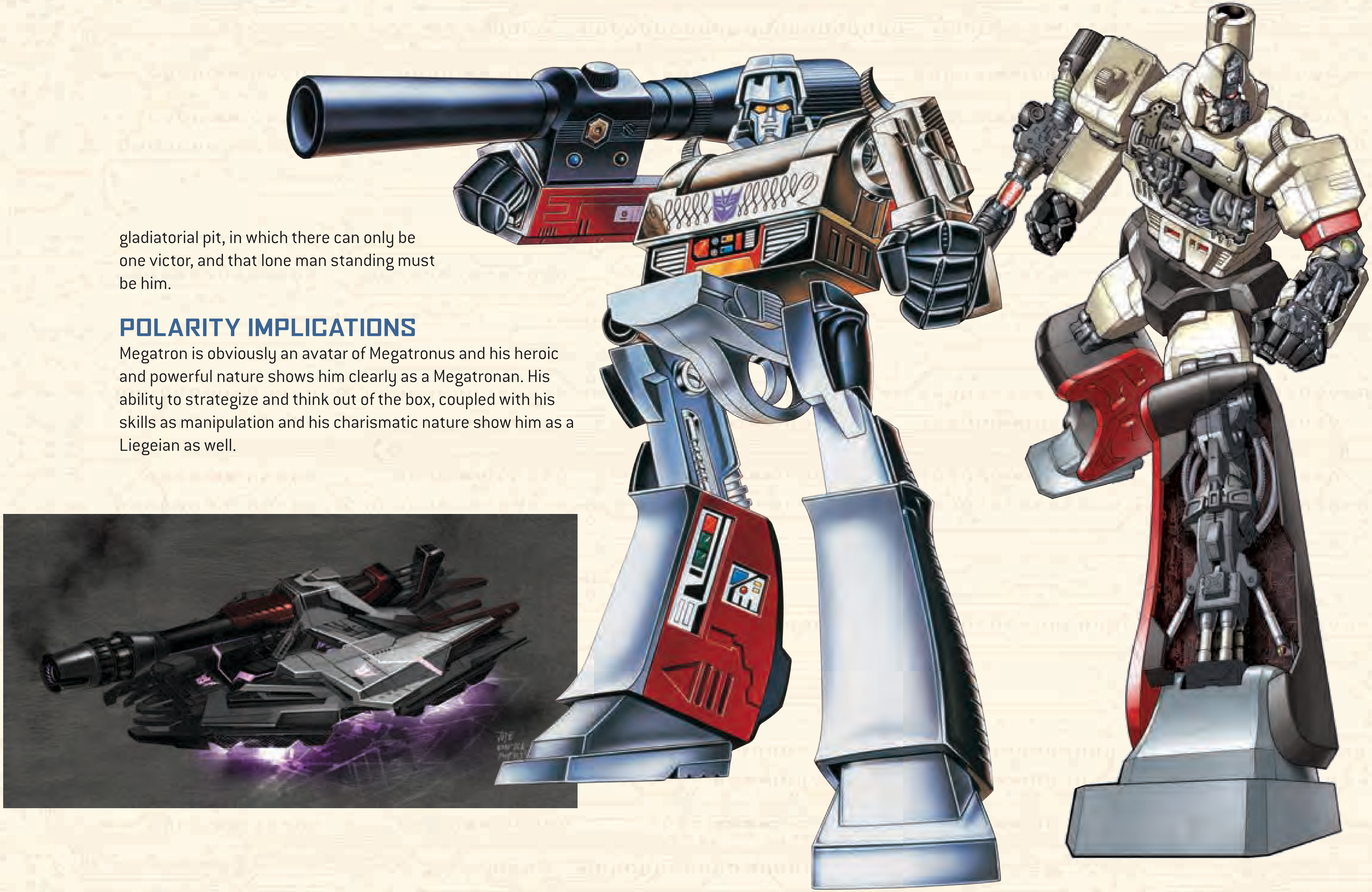
that brought him there. His successes all ring hollow because he cannot forget what was done to him in his earliest years. He cannot forget or forgive the degradation of the arena, and in many ways, he sees the Universe as a



gladiatorial pit, in which there can only be one victor, and that lone man standing must be him.

POLARITY IMPLICATIONS

Megatron is obviously an avatar of Megatronus and his heroic and powerful nature shows him clearly as a Megatronan. His ability to strategize and think out of the box, coupled with his skills as manipulation and his charismatic nature show him as a Liegeian as well.



MAIN
CHARACTER PROFILE

STARSCREAM

NAME: Starscream

TRANSFORMATION: Jet

ARCHETYPE: Magician

PERSONALITY: Sly, sarcastic, overly confident, irritable, tactically clever, scared of humiliation, a liar and a coward when need be

HISTORY: Starscream was the leader of Cybertron's Air Force when Megatron came to him with a deal: join and be my second-in-command or die. Starscream agreed to Megatron's terms, though to this day he looks for ways to overtake his rival. He accompanied Megatron on their assault on Earth and even led the Decepticons for a time when Megatron was assumed dead.

SPECIAL ABILITIES: Flight in both Proto-Form and Alt-Mode

WEAPONS: Null rays

COLORATION: tan, red

DISTINGUISHING FEATURES: Null Ray

ALLIES & ENEMIES: Rival of Megatron, rival of Lugnut, friend of Barricade

HUMAN CONNECTION: Decepticon Emissary to renegade human governments

PRIMARY POLARITY: Alphanian

COMPLIMENTARY POLARITY: Quintessian

Starscream was born special, a flyer, one of the most rare Transformers. He was especially gifted at speed and endurance and his desire to prove himself and receive the approval of those around him for his skill was his fondest desire. He made his way to Cybertron's military, where he had everything needed to be a commander: ambition, martial prowess and a sense of responsibility to his men.

At heart, he is a soldier who looks to others to make larger strategic decisions and takes great satisfaction from completing an ordered mission well, always trying to excel past expectation.

That drive makes him an aspirational leader to his men, but ego and ambition are at times annoying and undermine his finer qualities. He truly loves his men; their approval and appreciation make his responsibility to them a welcome burden, and make him a quite competent leader.

During the Autobot-Decepticon War, he looks for the winning side and chooses the Decepticons. His desire is to maintain order and remain a warrior and leader of the Cybertronian Air Force. He wishes to maintain as much order on Cybertron as can be maintained, but inevitably becomes power hungry and wants to be leader—indifferent about the troubles of others—even his own kind. He doesn't disagree with Megatron's cause but he is at his core a soldier, not concerned with policy, but deeply concerned with the safety and wellbeing of his men and the populace.

Starscream's decision to join the Decepticons proves a terrible mistake when Megatron decides to go after Dark Energon. Though he only has some idea of what Dark Energon truly is, Starscream knows enough to realize the danger it poses if released into Cybertron's core. He does whatever he thinks he can to stop Megatron, even providing information to Optimus Prime about Megatron's plans.

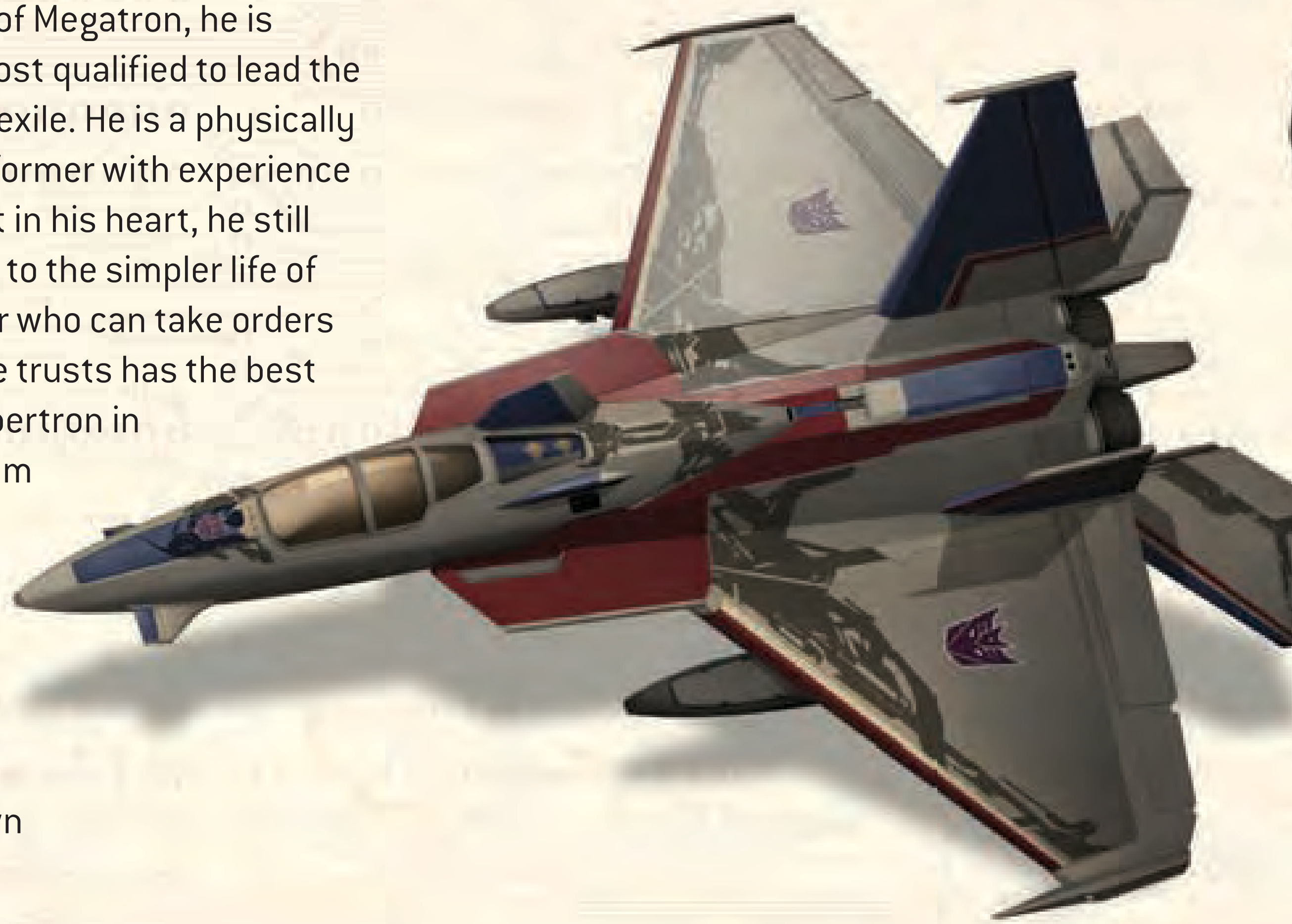
Eventually, he is forced to make a choice, and while many of his men decide to stand against Megatron to defend the Dark Energon and Cybertron, Starscream sees that the only way to stop Megatron is to bide his time until he can overthrow him from within, either revealing his true nature to his allies or defeating him through treachery.

Starscream stays as close to Megatron as he can, but he is not subtle and his arrogance and outward antipathy towards his commander cannot be hidden. The two are constantly at one another's throat. When Megatron disappears Starscream takes command, pursuing the Autobots and hoping to return the Matrix of Leadership to Cybertron. Starscream wants to return the Matrix of Leadership as a symbol that he conquered the Autobots, and to personally wield its power.

Starscream sees himself as a commander and often alienates those around him with his condescension. In the absence of Megatron, he is probably the most qualified to lead the Decepticons in exile. He is a physically powerful Transformer with experience as a warrior, but in his heart, he still hopes to return to the simpler life of a military leader who can take orders from a leader he trusts has the best interests of Cybertron in mind. Starscream sees himself as the savior that Cybertron needs, and becomes drunk by his own self-importance, he wants to be the Emperor of Cybertron—not take orders from anyone else.

POLARITY IMPLICATIONS

"Those born in Alpha Trion's cycle mirror the exactitude demanded by their namesake." That's the self-absorbed Starscream exactly, although he also exhibits the arrogance and chaotic improvisation of Quintus.



B-TIER
CHARACTER PROFILE

LUGNUT

NAME: Lugnut

TRANSFORMATION: Bomber

ARCHETYPE: Hero

PERSONALITY: Zealous, brutish, not the smartest bulb, true believer, a follower

HISTORY: Lugnut was one of Megatron's first devotees. The flier's influence (brute force) later helped convert several Decepticons who were not quite sure which side to join. He's now Megatron's most trusted captain, as he will do anything Megatron says.

SPECIAL ABILITIES: Super-Charged

DISTINGUISHING FEATURES: Massive size, large mace

ALLIES & ENEMIES: Rival of Starscream; friend of Blitzwing

HUMAN CONNECTION: None

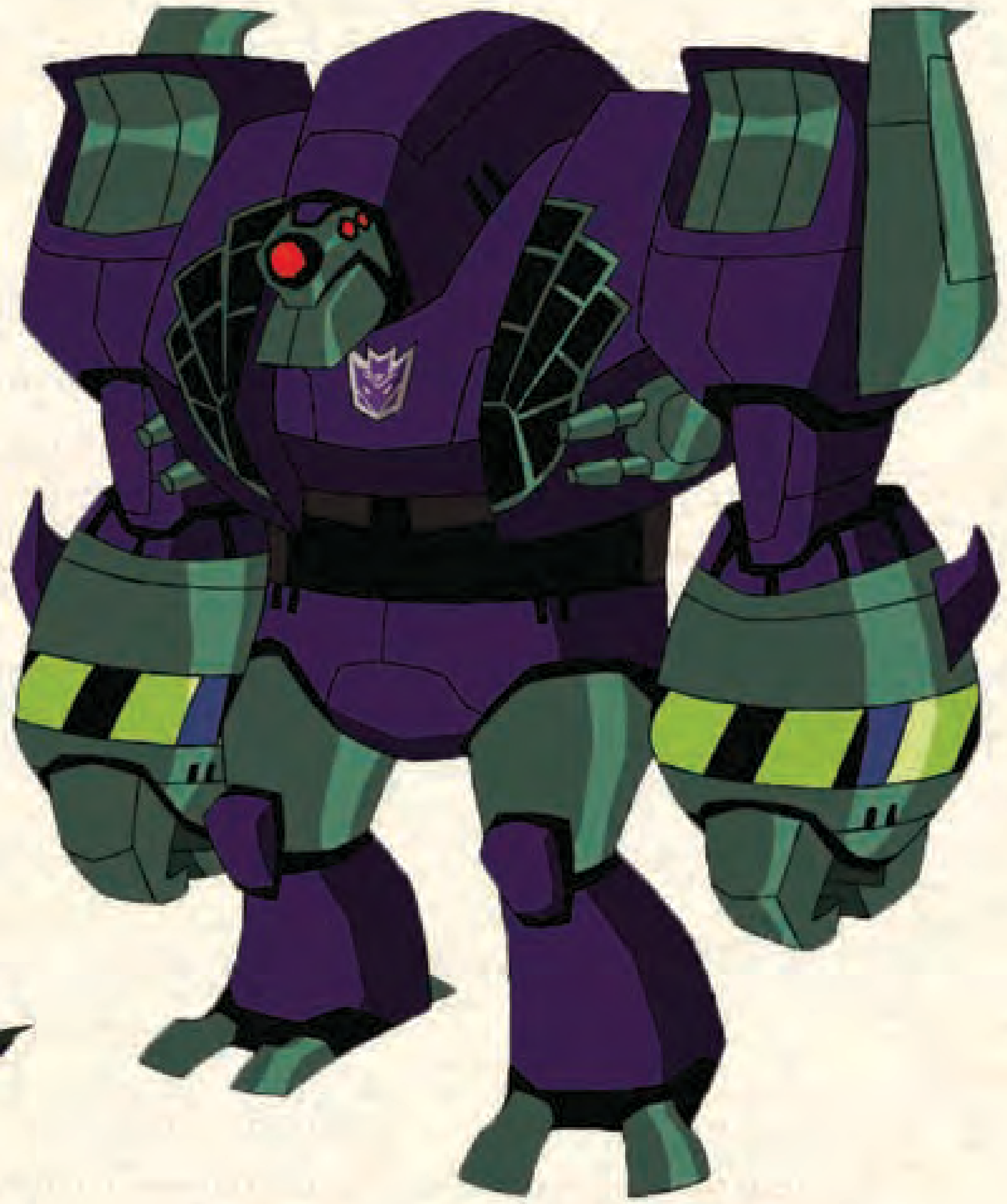
PRIMARY POLARITY: Primian

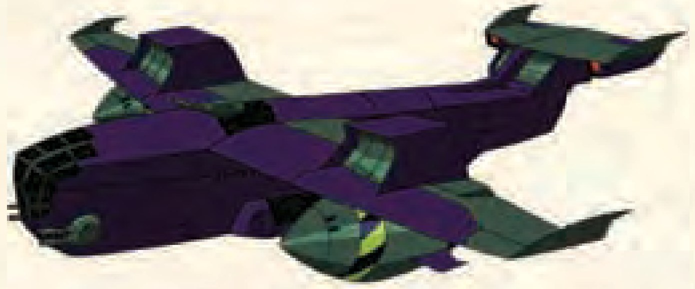
COMPLIMENTARY POLARITY: Vectorian

Lugnut is one of the few absolutely dedicated Decepticons. He's not in it for wealth or power; he believes in Megatron's vision with his whole Spark. Thus, when Megatron tells him to jump, Lugnut launches himself into the upper atmosphere. It's not that Lugnut is unintelligent, but rather he simply let's Megatron think for him. Due to his strength and size, Lugnut can level a whole Autobot battalion with a single punch.

POLARITY IMPLICATIONS

Lugnut is the consummate warrior, a believer in high ideals and noble aspirations. He believes in the righteous, guided-by-fate nature of his actions as well, making him influenced by Prima and Vector Prime.





B-TIER
CHARACTER PROFILE

INFERNO

NAME: Inferno

TRANSFORMER: Fire ant

ARCHETYPE: Explorer

PERSONALITY: Obedient, committed, warrior spirit, slight unhinged

HISTORY: Inferno is from a Beast World originally and was one of the first to join the Decepticons, so smitten was he of Megatron's personage. He is now one of Megatron's most trusted lieutenants, even if he can take things farther than even Megatron at times would prefer.

SPECIAL ABILITIES: Flame thrower

DISTINGUISHING FEATURE: Small size

ALLIES & ENEMIES: Lieutenant of Megatron

HUMAN CONNECTION: None

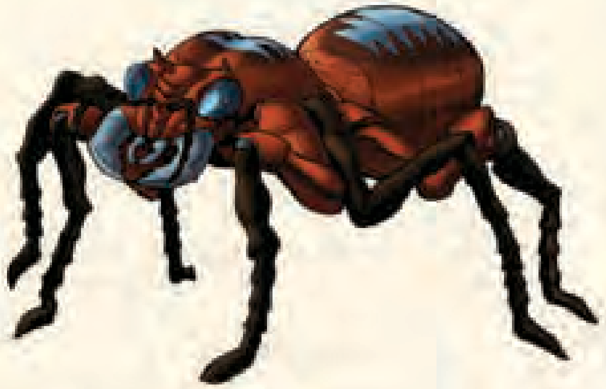
PRIMARY POLARITY: Onyxian

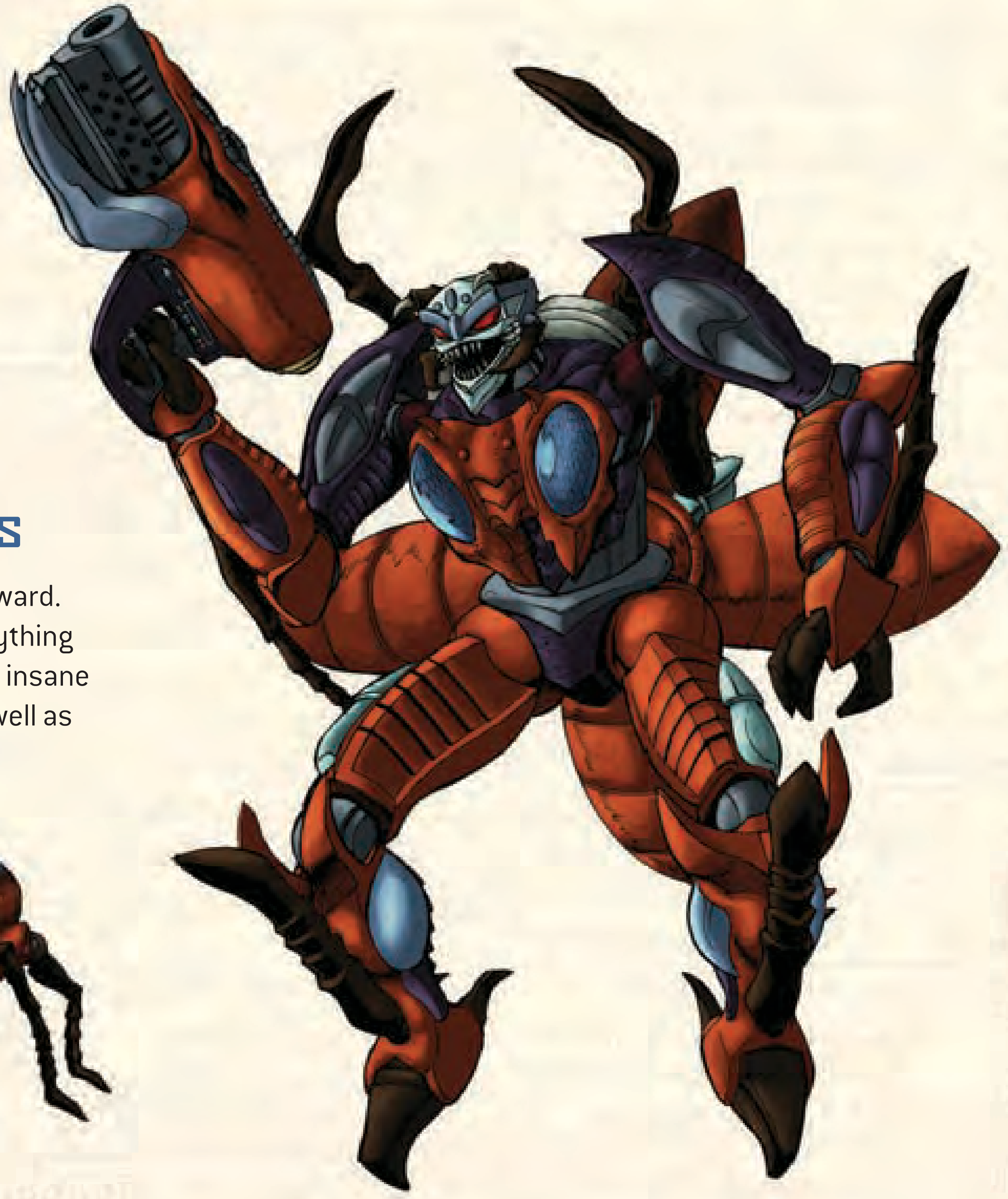
COMPLIMENTARY POLARITY: Alchemian

There are a few screws loose inside Inferno's skull plate. He is not insane, technically, but he does push things to a degree that even most Decepticons think goes too far. He worships Megatron, but not in the respectful way of Lugnut. Instead, his idol worship borders more on unhealthy obsession.

POLARITY IMPLICATIONS

Inferno is a worrier, but also straightforward. He worships Megatron and would do anything for him, especially because he's slightly insane and proud. This makes him Onyxian as well as Alchemian.





B-TIER
CHARACTER PROFILE

BARRICADE

NAME: Barricade

TRANSFORMATION: Police cruiser

ARCHETYPE: Spy/Surveillance

PERSONALITY: Manipulative, ambiguous, clever, reserved

HISTORY: Megatron never fully trusted Barricade, the Decepticon Captain who was a little too close to Starscream. Still, for dozens of years, Barricade maintained the search for Megatron on Earth. Barricade is now one of the elite Decepticon fighters, charged with reconnaissance and difficult missions that routinely border on the suicidal.

SPECIAL ABILITIES: Limited holography

COLORATION: black, white details

ALLIES & ENEMIES: Friend of Starscream, enemy of Bumblebee

HUMAN CONNECTION: None

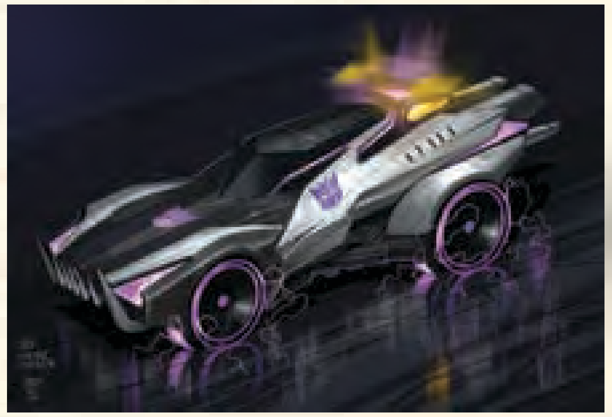
PRIMARY POLARITY: Liegeian

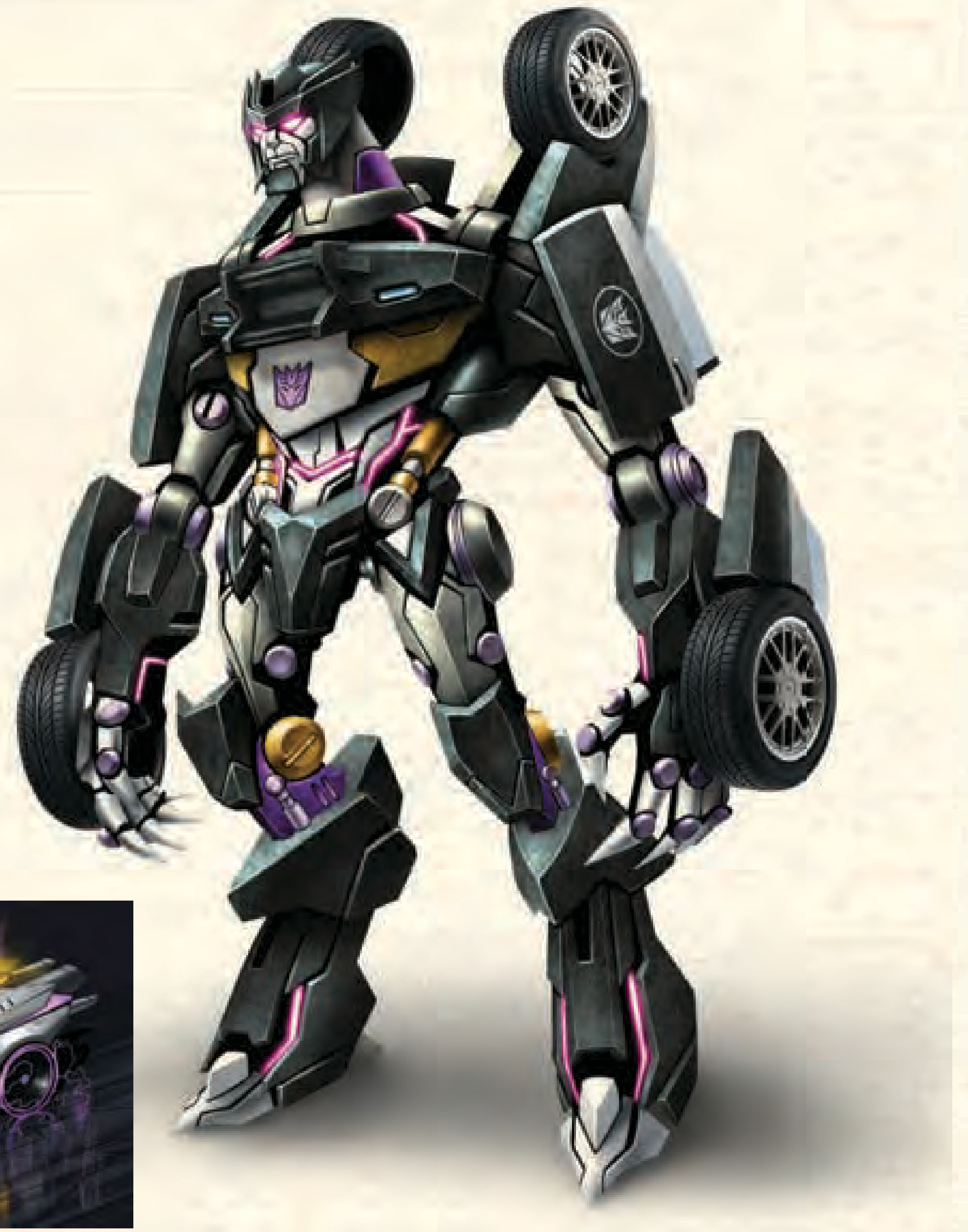
COMPLIMENTARY POLARITY: Alphanian

No one trusts Barricade, and for good reason. Though he seems to enjoy killing Autobots well enough, his manipulative personality makes even his friend Starscream wonder whose side he is on. In short, Barricade is only looking out for one Transformer: Barricade. Everything and everybody else is a means to an end. With his life outlook bleak, Barricade is looking to reinvigorate his faith through the ideals of the Decepticons. He only remains friends with Starscream because he knows Starscream is using him to his ends. This lets him keep an eye on Starscream. Megatron tends to want to know what Barricade is up to, because you keep your friends close, but your enemies closer.

POLARITY IMPLICATIONS

Barricade is a manipulator to the extreme. His shrewd tactical sense makes him essential on the battlefield, while these Liegeian tendencies are amplified by his knowledge and dedication to the cause, Alphanian traits all.





B-TIER
CHARACTER PROFILE

SOUNDWAVE

NAME: Soundwave

TRANSFORMATION: Truck/Satellite

ARCHETYPE: Spy, Deployer of Mini-cons.

PERSONALITY: Alert, creative, calculating, focused, emotionless, seemingly dispassionate

HISTORY: Soundwave became a Decepticon late in the war, when he felt that they had the most to offer him. He teamed up with Ratbat, Ravage, and Laserbeak to help form a team of commandos/spies/infiltrators. This team carried over when he and they were transported to Earth-proximate space. Soundwave is now one of Megatron's top advisors.

SPECIAL ABILITIES: Triple-changer, able to "eject" Ratbat, Ravage, and Laserbeak

WEAPONS: Minions, Mini-cons

COLORATION: grey, blue

DISTINGUISHING FEATURES: Robotic, monotonous voice

ALLIES & ENEMIES: Master of Ratbat, Ravage, Laserbeak, Rumble, and Frenzy

HUMAN CONNECTION: None

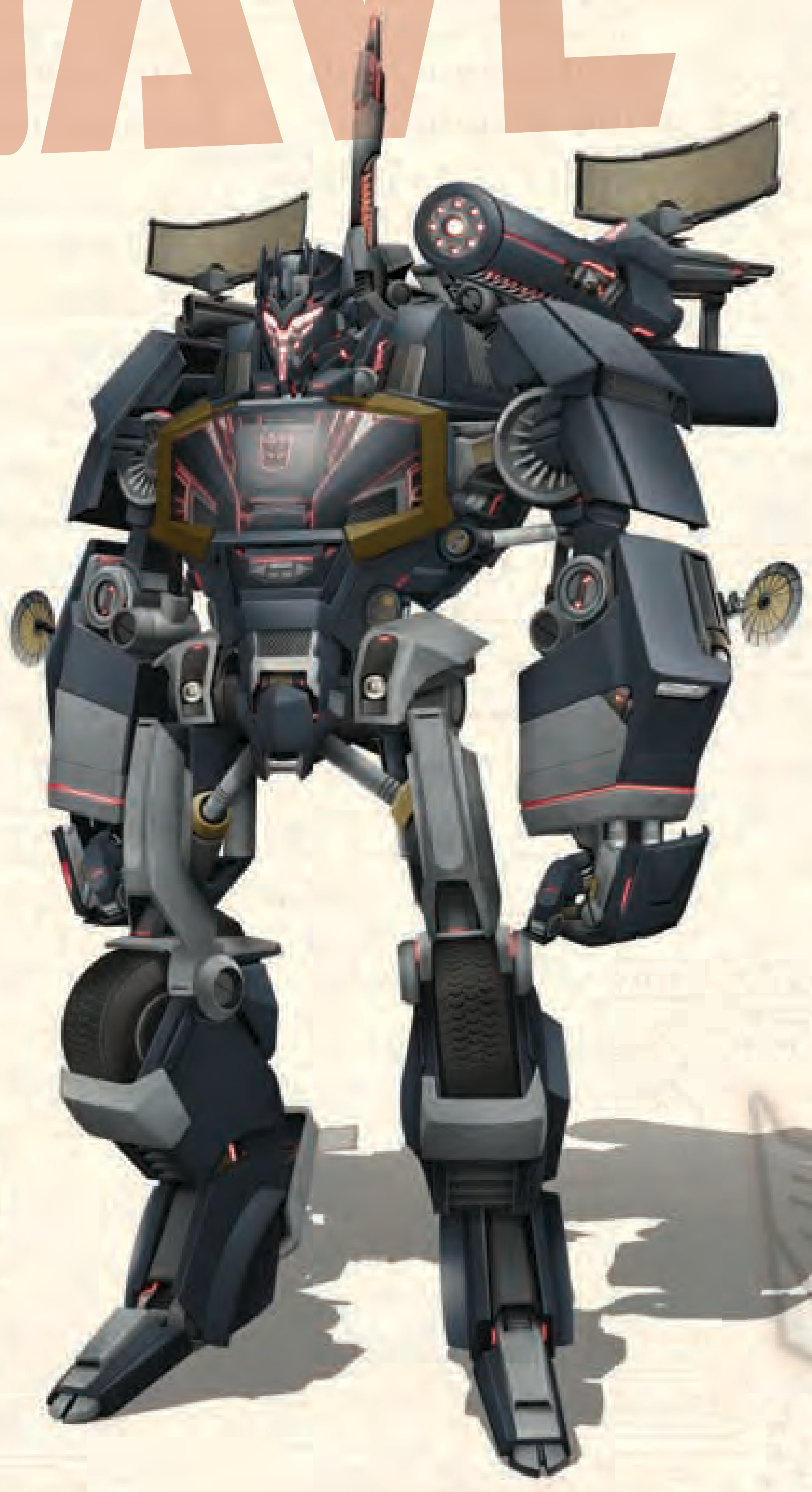
PRIMARY POLARITY: Quintessian

COMPLIMENTARY POLARITY: Alchemian

Soundwave is not just dedicated he has a one-track mind, focused purely on ensuring he will always emerge victorious from any battle. Nothing will stand in his way of securing this. Dedicated to following Megatron, he deleted his emotions from his "hard drive" so that he could store more information; he has friendships and enemies, but Soundwave subverts these feelings as much as possible, thinking that they get in the way of his progress. While not affectionate he is a careful guardian of his minions.

POLARITY IMPLICATIONS

Soundwave is an arrogant dreamer, always looking for the next big thing. This Quintessian shows signs of Alchemian straightforward observation, as well.



B-TIER
CHARACTER PROFILE

RATBAT

NAME: Ratbat

TRANSFORMATION: Bat

ARCHETYPE: Explorer

PERSONALITY: Business-like, professional, efficient, cold-blooded

HISTORY: Ratbat was once a politician on Cybertron, where he influenced legislation that helped the Decepticon cause. He later fell in line with Megatron and was forced into service with Soundwave.

SPECIAL ABILITIES: Energy sensors

DISTINGUISHING FEATURES: Small size

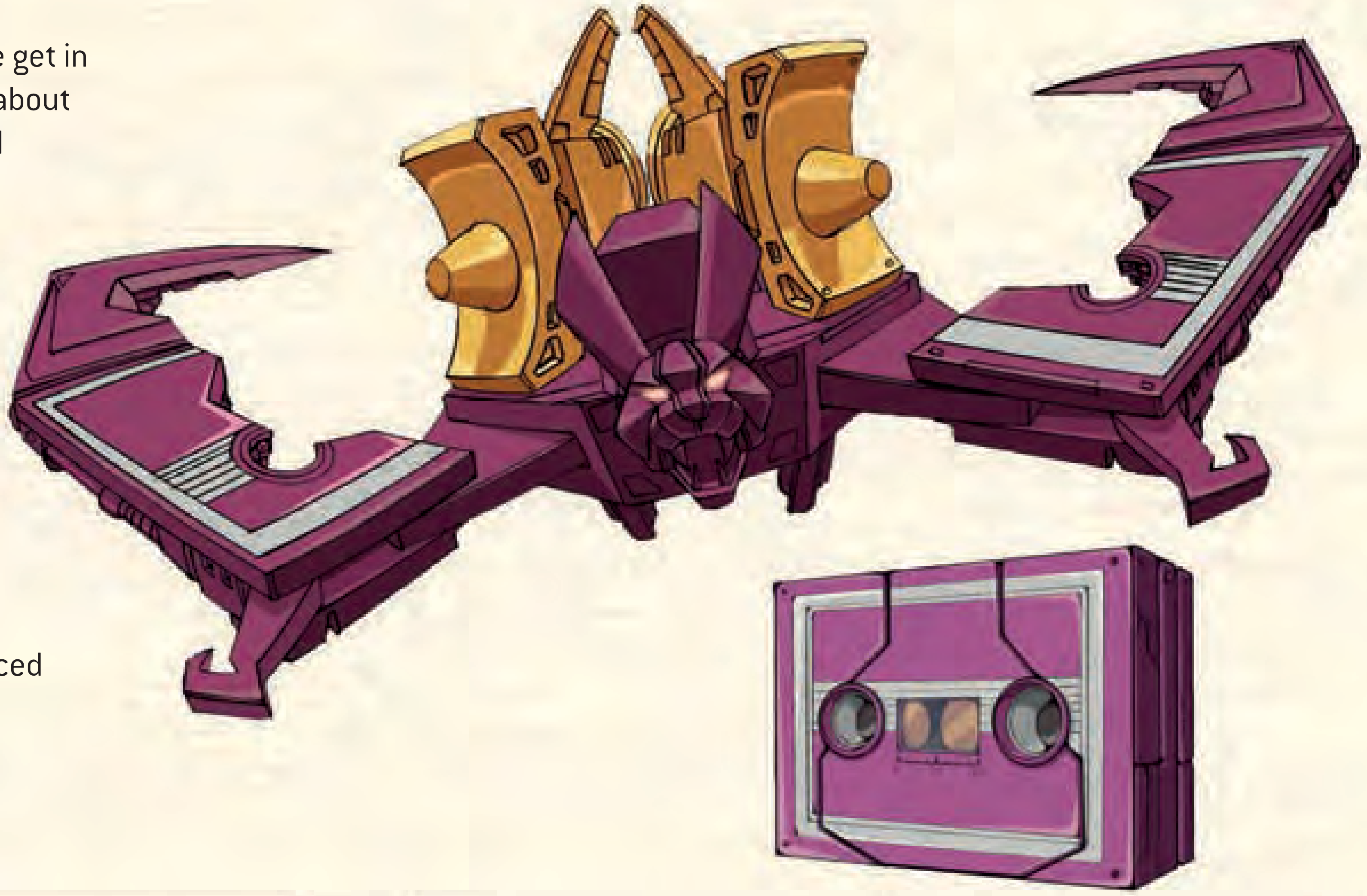
ALLIES & ENEMIES: Minion of Soundwave

HUMAN CONNECTION: None

PRIMARY POLARITY: Liegeian

COMPLIMENTARY POLARITY: Vectorian

Ratbat doesn't let his small size get in his way. He's patient and goes about everything he does — work and pleasure — in a methodical manner. This thoroughness has given him a keen intellect. He's able to cut through layers of a Transformer's personality and see them for who they really areƐ or manipulate them for his own gains. Once a great politician, Ratbat is now trapped in a small body and forced into servitude of Soundwave.



POLARITY IMPLICATIONS

Ratbat is a political opportunist who uses people to get what he wants. Because of this and his stoicism, he's Liegeian mixed with a bit of Vectorian.

B-TIER
CHARACTER PROFILE

RAVAGE

NAME: Ravage

TRANSFORMATION: Jaguar

ARCHETYPE: Spy/surveillance

PERSONALITY: Stealthy, fervent, animal mindset, completely open, risk-taker

HISTORY: Coming from the slums of Cybertron, Ravage was a bodyguard for the political elite who could afford him for millions of years. Then, when they began to crumble, he grew disgusted with their weakness. He joined up with Megatron and became one of his top spies.

SPECIAL ABILITIES: Stealth

DISTINGUISHING FEATURES: Small size, aversion to bright light

ALLIES & ENEMIES: Minion of Soundwave

HUMAN CONNECTION: None

PRIMARY POLARITY: Onyxian

COMPLIMENTARY POLARITY: Primian

One of Soundwave's most reliable spies, Ravage believes unwaveringly in the Decepticon cause and that Megatron is the embodiment of that cause. To better serve Megatron, Ravage has become the most efficient and deadly war machine in the Decepticon forces. He hides himself in the shadows, waiting for the perfect moment to strike with grim accuracy. His name is synonymous with stealth. Survivors of his attacks are few.

POLARITY IMPLICATIONS

Ravage is one of the most loyal, noble, and dependable Decepticons. His willingness to do battle makes him somewhat Primian, but he is overwhelmingly Onyxian.

B-TIER

CHARACTER PROFILE

LASERBEAK

NAME: Laserbeak

TRANSFORMATION: Condor

ARCHETYPE: Regular guy

PERSONALITY: Follower, smarmy, dependable, wishy-washy

HISTORY: Laserbeak was joined the Decepticons early. He now works with Soundwave in his role as an interrogator and spy.

SPECIAL ABILITIES: Can record sound/video

DISTINGUISHING FEATURES: Camera/recording equipment, small size

ALLIES & ENEMIES: Minion of Soundwave

HUMAN CONNECTION: None

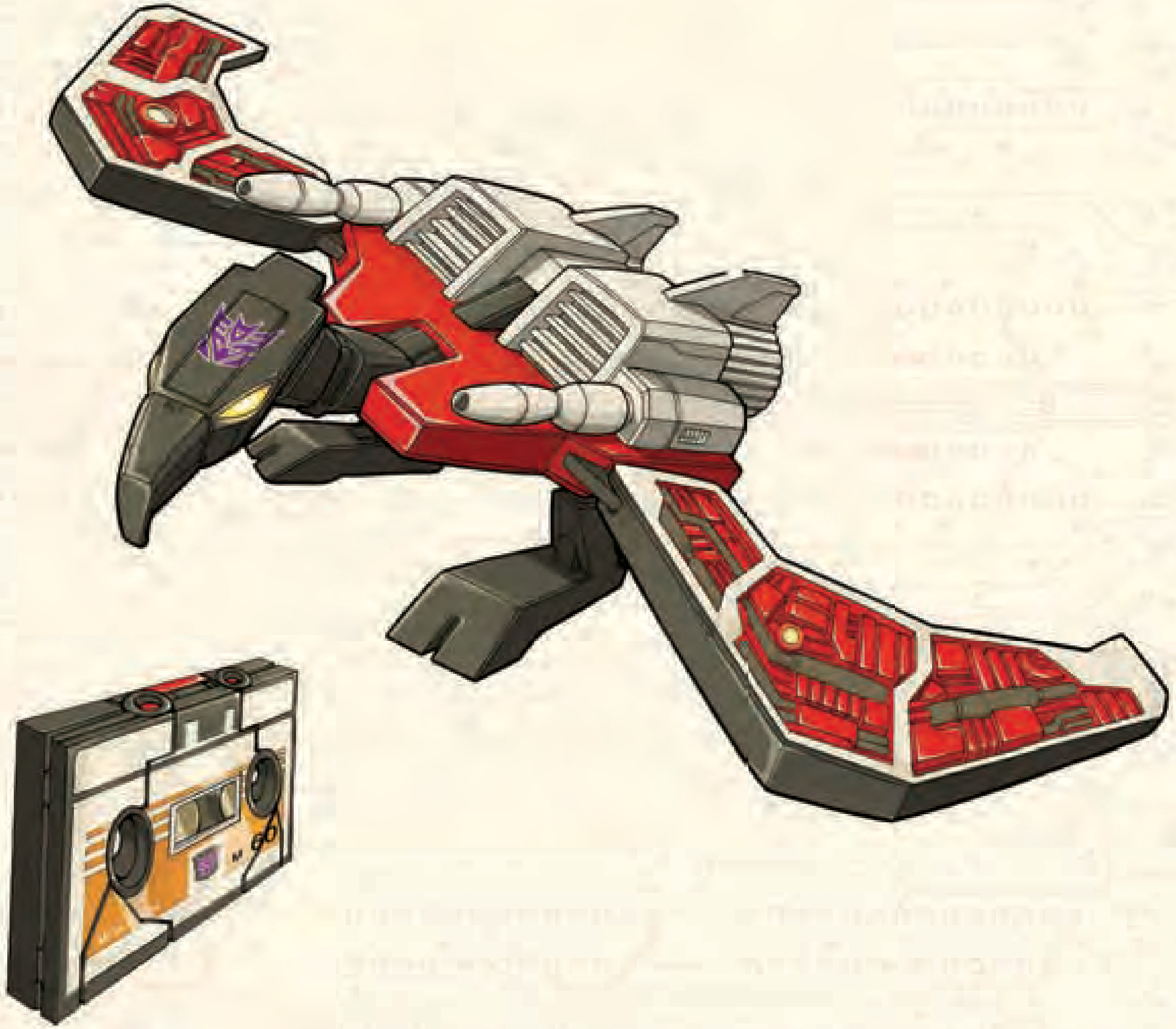
PRIMARY POLARITY: Micronian

COMPLIMENTARY POLARITY: Solean

Laserbeak is a completely dedication minion of the Decepticons, he is obsessed with making himself look dependable to Megatron. No coward, he is loyal to the point of subservience to both Soundwave and Megatron. He often perches like a parrot on the shoulder or arm of Megatron or Soundwave. With the Decepticon leaders as falconers and Laserbeak as their hawk there are few missions he would not accept.

POLARITY IMPLICATIONS

Laserbeak is detached and elegant. His compassionate side is hidden by his unswerving devotion to his leaders, however, making him a Micronian influenced by Solus Prime.



B-TIER

CHARACTER PROFILE

RUMBLE

NAME: Rumble

TRANSFORMATION: Cassette

ARCHETYPE: Explorer

PERSONALITY: Tough, angry, extroverted, super self-confident

HISTORY: Rumble was a hoodlum on Cybertron. He joined up with a Decepticon terrorist cell because he thought it would get him more street-cred. It did, but it also got him launched to Earth, where he now acts as the Decepticon's demolitions expert.

SPECIAL ABILITIES: Can transform arms into pile-drivers

DISTINGUISHING FEATURES: Small size

ALLIES & ENEMIES: Minion of Soundwave

HUMAN CONNECTION: None

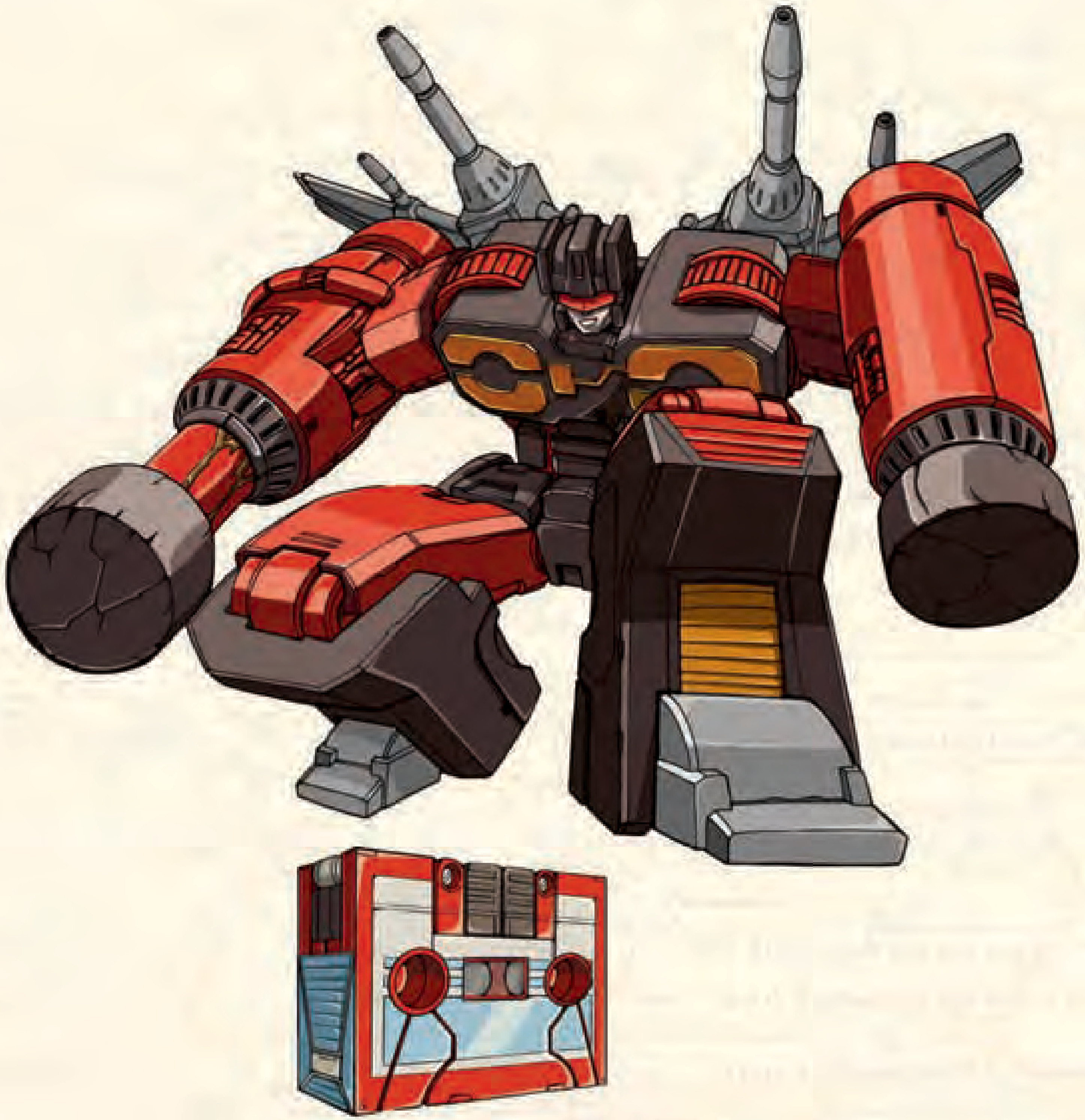
PRIMARY POLARITY: Megatronan

COMPLIMENTARY POLARITY: Amalgian

If there were such a thing as a "street punk" on Cybertron, it would be Rumble. He is a mean, tough "kid," and any who doubt that are soon straightened out. Rumble would rather fight than talk, and since he is not a very deep thinker, first impressions tend to become lasting ones with him.

POLARITY IMPLICATIONS

Rumble is an ambitious street kid who joined the Decepticons to prove his worth in battle. He has some charisma, but his fickle temper and stubborn nature show his Megatronan desires with a healthy dose of Amalgamous Prime.



B-TIER

CHARACTER PROFILE

FRENZY

TRANSFORMATION: CD Boombox

ARCHETYPE: Outlaw

PERSONALITY: Sneaky, single-minded, hyperactive, jittery, malevolent

HISTORY: A crafty, duplicitous survivor of the fighting arenas on Cybertron, Frenzy's manipulative nature and combat skills impressed Megatron, who recruited him into the Decepticon cause. Less from personal belief than an understanding that backing Megatron ensured his potential survival, Frenzy agreed.

SPECIAL ABILITIES: Self-repairing, multi-changer

DISTINGUISHING FEATURES: Small size, near-indestructibility

ALLIES & ENEMIES: Minion of Soundwave, friend of Barricade

HUMAN CONNECTION: Enemy of Sector Seven

PRIMARY POLARITY: Onyxian

COMPLIMENTARY POLARITY: Alchemian

Comparing Frenzy to a cockroach is fitting but inconsiderate to the insect. Sure, Frenzy is a skittering, sneaky, little bug that can survive even when most of his body has been destroyed. He is also capable of things that even a roach would blanche at, such as double-crossing, super-high level espionageƐ and murder.

Frenzy accomplishes these goals with his close friend, Barricade, who has saved (and been saved) countless times since they arrived on Earth. Together, they form the perfect espionage pair: Barricade is the ferocity and Frenzy the finesse. He rarely fails in a mission thanks to his small, often-overlooked size and his ability to transcan and store multiple transformation modes, making him one of Megatron's top agents. However, Frenzy is ultimately loyal to only one other Transformer beside Barricade: Soundwave.

POLARITY IMPLICATIONS

While Frenzy's more animalistic nature is clearly Onyxian, his logical and scientific skills at networking and investigating new cultures show a real Alchemian influence.

C-TIER
CHARACTER PROFILE

LOCKDOWN

NAME: Lockdown

TRANSFORMATION: "Death" muscle car

ARCHETYPE: Outlaw

PERSONALITY: Skilled, humorless, merciless, always get his Transformer, brawler

HISTORY: Lockdown joined up with the Decepticons because of the pay. He stays with them because of the pay. He would leave them if they stopped paying. He's a simple, cruel Transformer.

SPECIAL ABILITIES: EMP Generator holographic camouflage

DISTINGUISHING FEATURES: Hook for hand, interchangeable weapon hands, EMP gun,

ALLIES & ENEMIES: Enemy of Ratchet

HUMAN CONNECTION: None

PRIMARY POLARITY: Liegeian

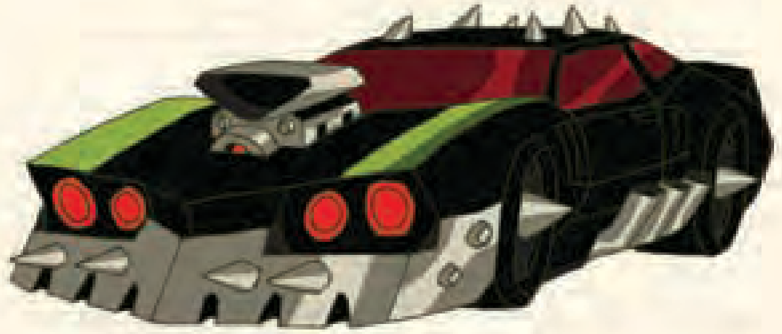
COMPLIMENTARY POLARITY: Megatronan

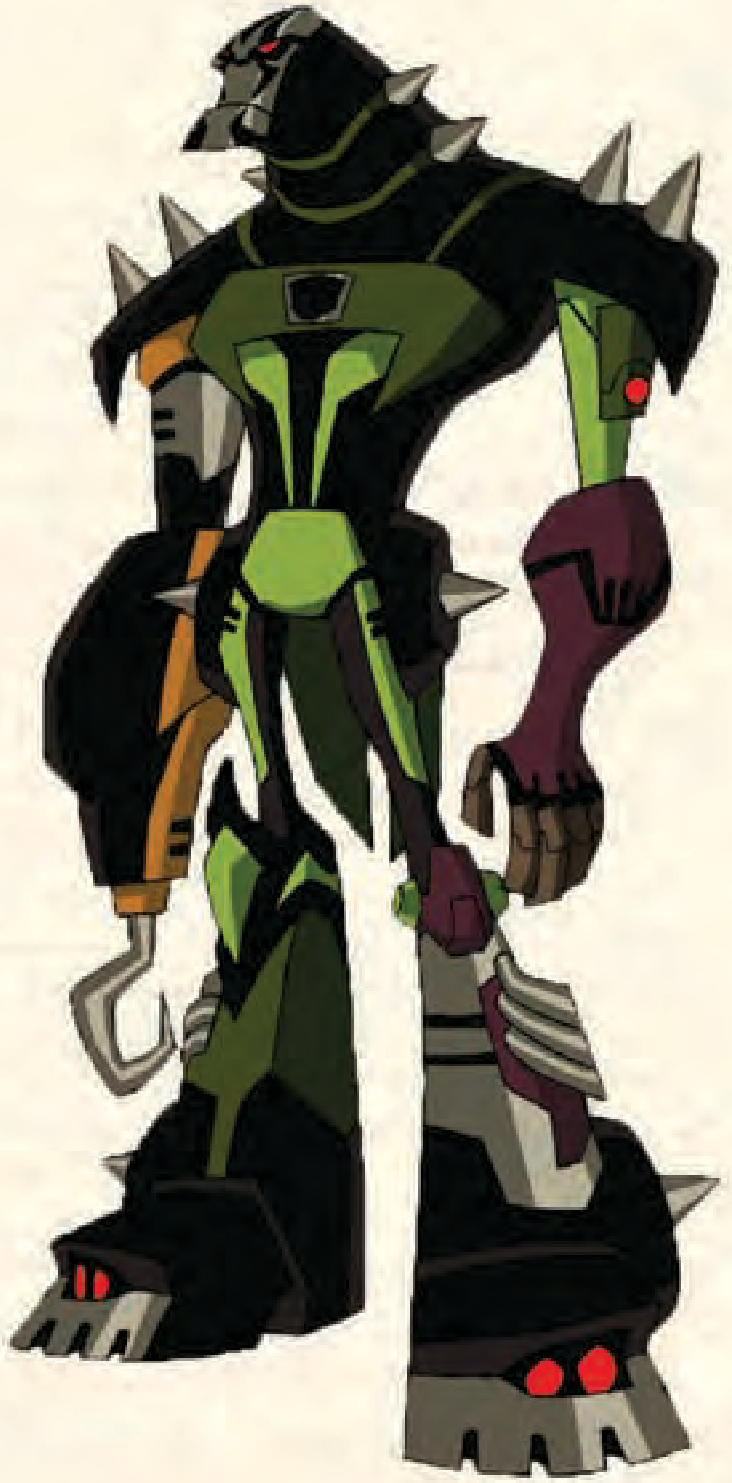
Originally from the planet Junkion, Lockdown is only a Decepticon because they pay the best rates and provide him the most upgrades. He is a mercenary obsessed with making his form the most formidable he can create. He take parts from fallen enemies and modifies them to add on to his body, like Frankenstein's monster.

His service as a bounty hunter and distasteful habit of collecting trophies rubs most Transformers the wrong way. When someone needs something done, for the right price, you can count on Lockdown.

POLARITY IMPLICATIONS

Liege Maximo and Megatronus would get along well with Lockdown. This Decepticon shows traits of both Primes—strategic insight, ambition, arrogance, and charisma - but is more a manipulative Liegeian than a self-doubting Megatronan.





SKYWARP

C-TIER
CHARACTER PROFILE

NAME: Skywarp

TRANSFORMATION: Fighter jet

ARCHETYPE: Jester

PERSONALITY: Immature, prankster, thuggish, easily distracted, a born follower

HISTORY: Joined up with the Decepticons when his superior, Starscream, did so. He has since become one of the rank-and-file, going on various missions.

SPECIAL ABILITIES: Teleportation

DISTINGUISHING FEATURES: None

ALLIES & ENEMIES: Subordinate of Starscream, he is a "Seeker"

HUMAN CONNECTION: None

PRIMARY POLARITY: Amalgian

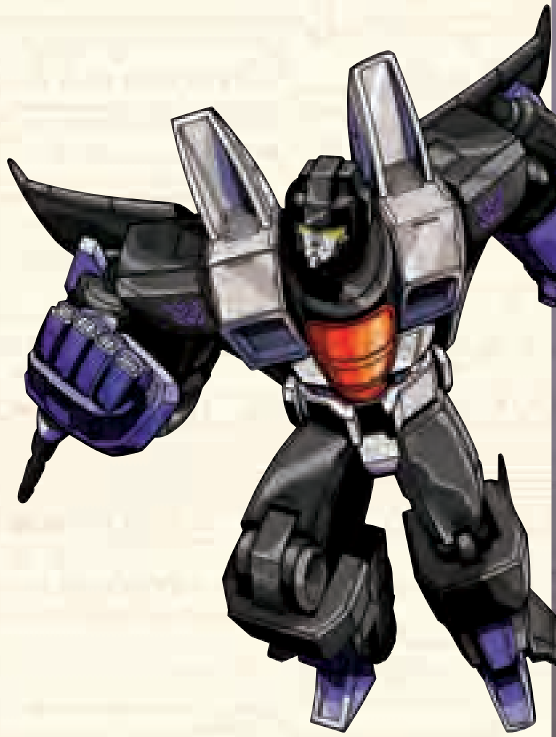
COMPLIMENTARY POLARITY: Vectorian

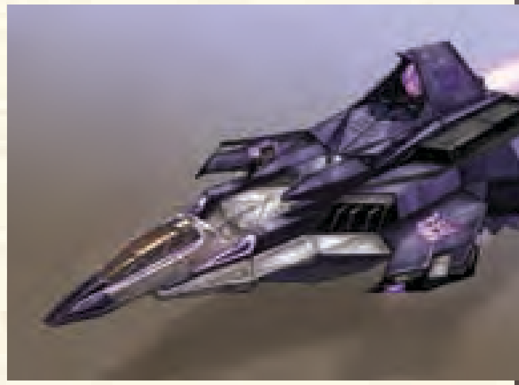
Teleportation is a dangerous ability, made more so depending on the disposition of the being that controls it. Skywarp has mastered using this ability in aerial combat. When it comes time for battle, Skywarp is more than a capable fighter, but needs a leader to direct him, or he is apt to attack the wrong targets or get distracted by the most trivial of things.

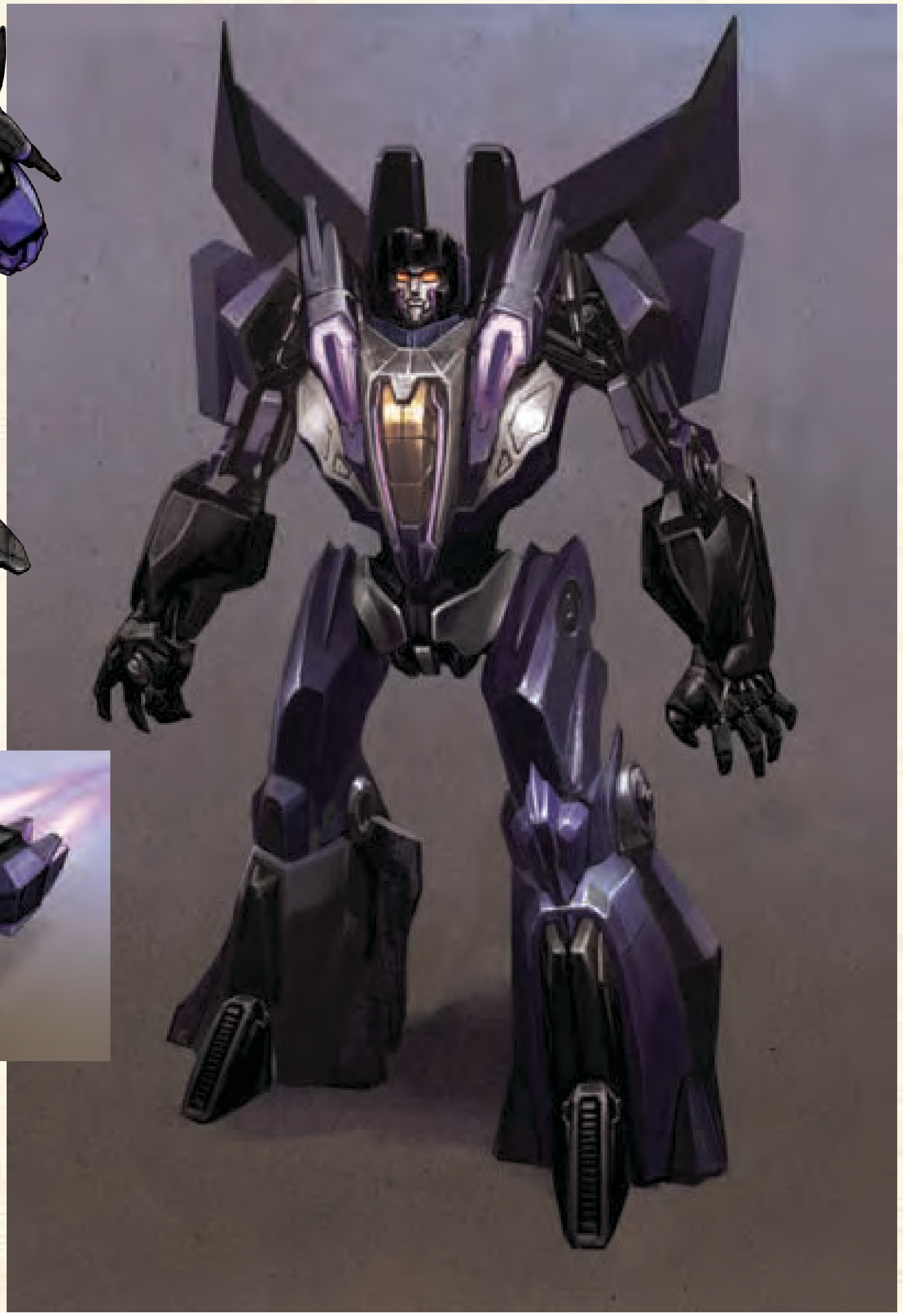
Skywarp is a true believer who feels slighted by every defection and devastated by every defeat. He enjoys being a Seeker and revels in finding new Energon sources for the cause.

POLARITY IMPLICATIONS

Skywarp is a merry prankster Ɛ though to call him benevolent would be a lie. He feels at one with the universe, letting everyone in on the joke of existence, making his Amalgian nature tempered by Vector Prime.







THUNDERCRACKER

C-TIER
CHARACTER PROFILE

NAME: Thundercracker

TRANSFORMATION: Fighter Jet

ARCHETYPE: Sage

PERSONALITY: Questions authority, questions himself, searches for the "right" answers, conflicted, masks insecurity through nastiness

HISTORY: Thundercracker sided with the Decepticons when his commander, Starscream, joined their cause. He still harbors reservations about his choice and sometimes empathizes with the Autobots, even when he's fighting them on Earth.

SPECIAL ABILITIES: Sonic boom generation

DISTINGUISHING FEATURES: None

ALLIES & ENEMIES: Subordinate of Starscream

HUMAN CONNECTION: None

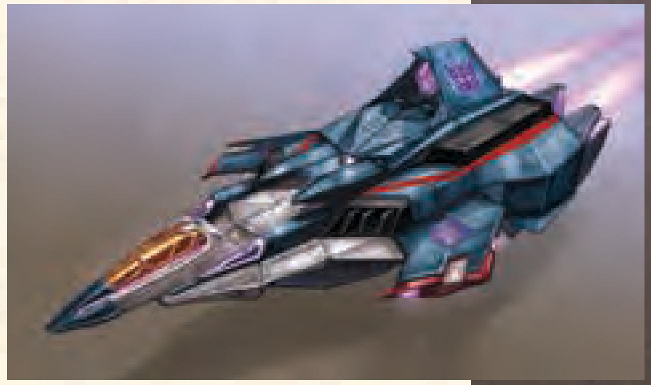
PRIMARY POLARITY: Alchemian

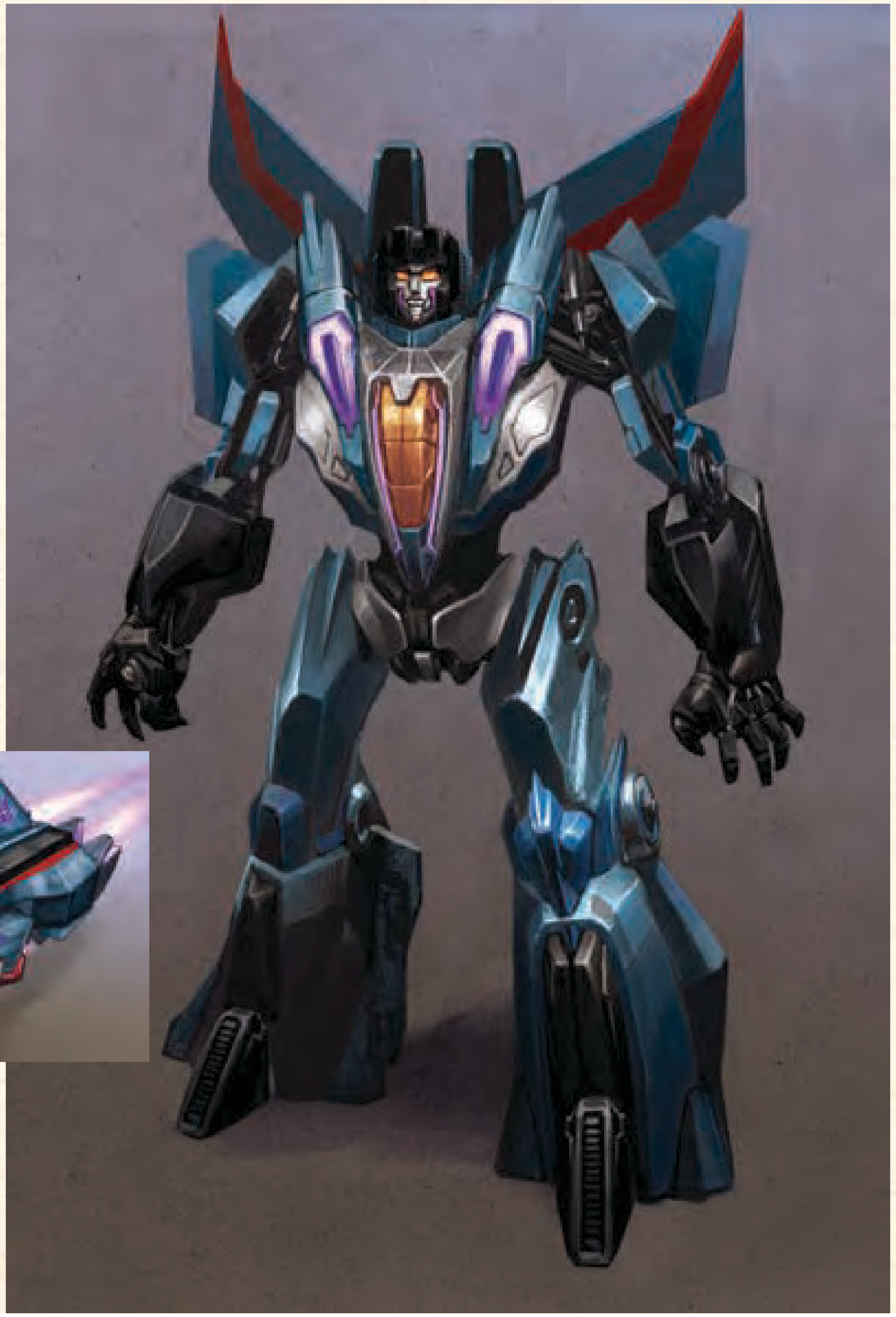
COMPLIMENTARY POLARITY: Megatronan

Thundercracker is a fine fighter, which has put him under the watchful eye of Starscream, who thinks Thundercracker is trying to steal his role. Thundercracker isn't interested in leadership or power and sometimes empathizes with the Autobots. He knows there is more to the world than simple or pure Good and Evil, and even though he usually falls on the dark side of that line, he questions his own moral choices whenever he is not directly involved in battle.

POLARITY IMPLICATIONS

Thundercracker is an ambitious, self-doubting fighter, but his straightforward, unpretentious style makes him more like Alchemist Prime than Megatronus.





C-TIER

CHARACTER PROFILE

SHOCKWAVE

NAME: Shockwave

TRANSFORMATION: Cannon

ARCHETYPE: Ruler

PERSONALITY: Pitiless, despotic, megalomaniacal, scientific mind, ambitious

HISTORY: Was put in charge of Cybertron while Megatron disappeared. He continued on in this role, and though he abdicated with the return of Megatron, still desires the power he tasted.

SPECIAL ABILITIES: None

DISTINGUISHING FEATURES: Hand cannon, x-ray beams

ALLIES & ENEMIES: Second-in-command to Megatron, de facto leader of Cybertron

HUMAN CONNECTION: None

PRIMARY POLARITY: Micronian

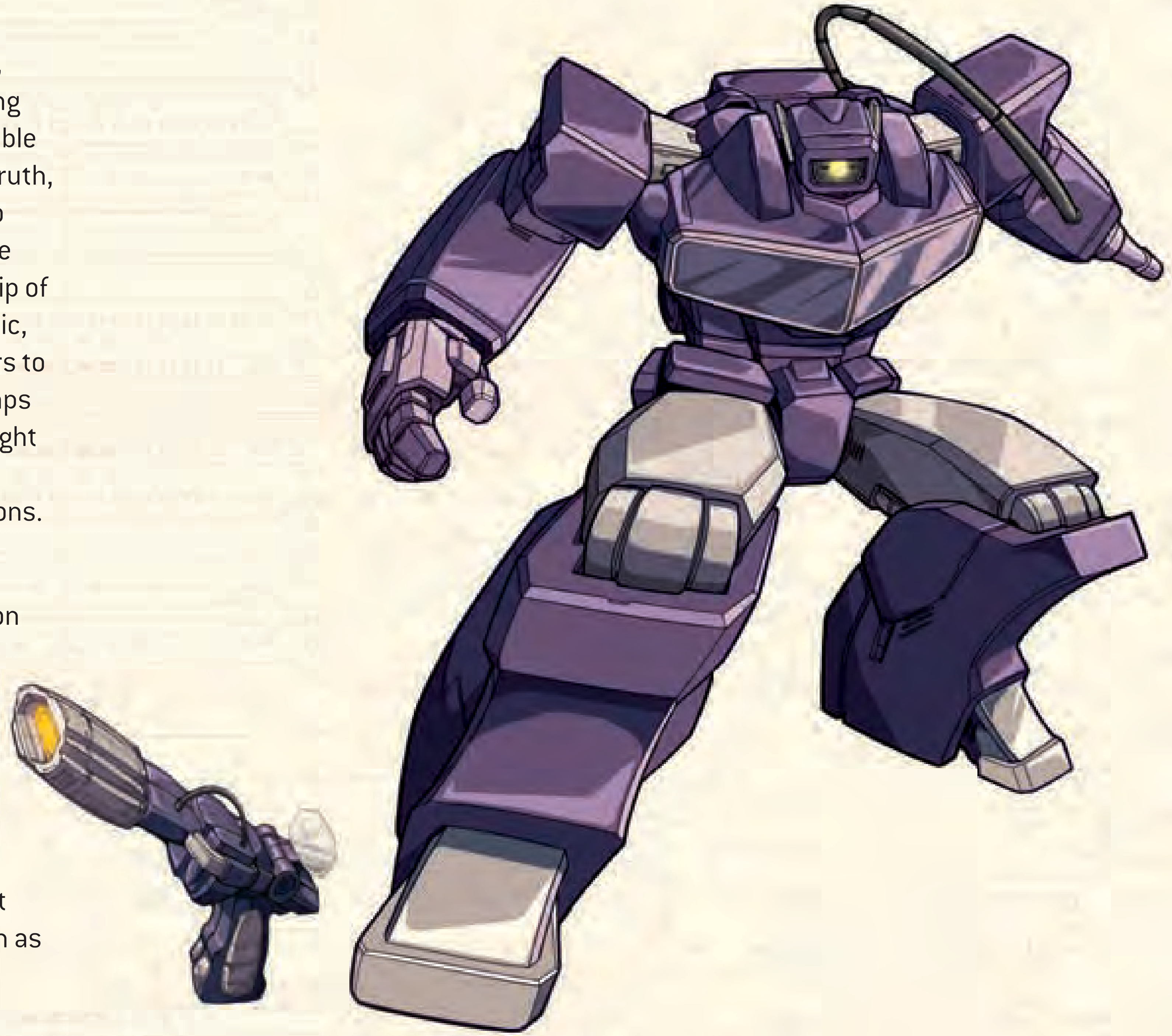
COMPLIMENTARY POLARITY: Vectorian

Shockwave remained on Cybertron, playing his role as the loyal underling to Megatron, continuing the inexorable destruction of the Autobot rule. In truth, Shockwave's iron grip is intended to lay the foundation for the opportune moment when he can claim rulership of Cybertron. Shockwave is charismatic, but there are many other pretenders to the throne, and Shockwave is perhaps too much of a thinker than the outright warrior needed to eventually oust Megatron as leader of the Decepticons.

A scientific mind in the vein of Dr. Mengela, Shockwave experiments on other `bots to try and create Super-Transformers.

POLARITY IMPLICATIONS

Shockwave is the strong, silent type, albeit evil to his core. His quiet determination makes him Micronian as well as Vectorian.



DECEPTICONS
CHARACTER PROFILE

UNDERBITE

NAME: Underbite

TRANSFORMATION: Cybertronian Low-Rider

ARCHETYPE: Ruler

PERSONALITY: Vein, cocky, meat-headed, gluttonous

HISTORY: Underbite was a successful criminal until the authorities placed him in suspended animation. He escaped after his transport ship, the Alchemor, crash-landed on Earth but was recaptured soon thereafter.

SPECIAL ABILITIES: Can devour metal

DISTINGUISHING FEATURES: Animal-like visage, massive jaws

ALLIES & ENEMIES: Enemy of Bumblebee, enemy of Grimlock

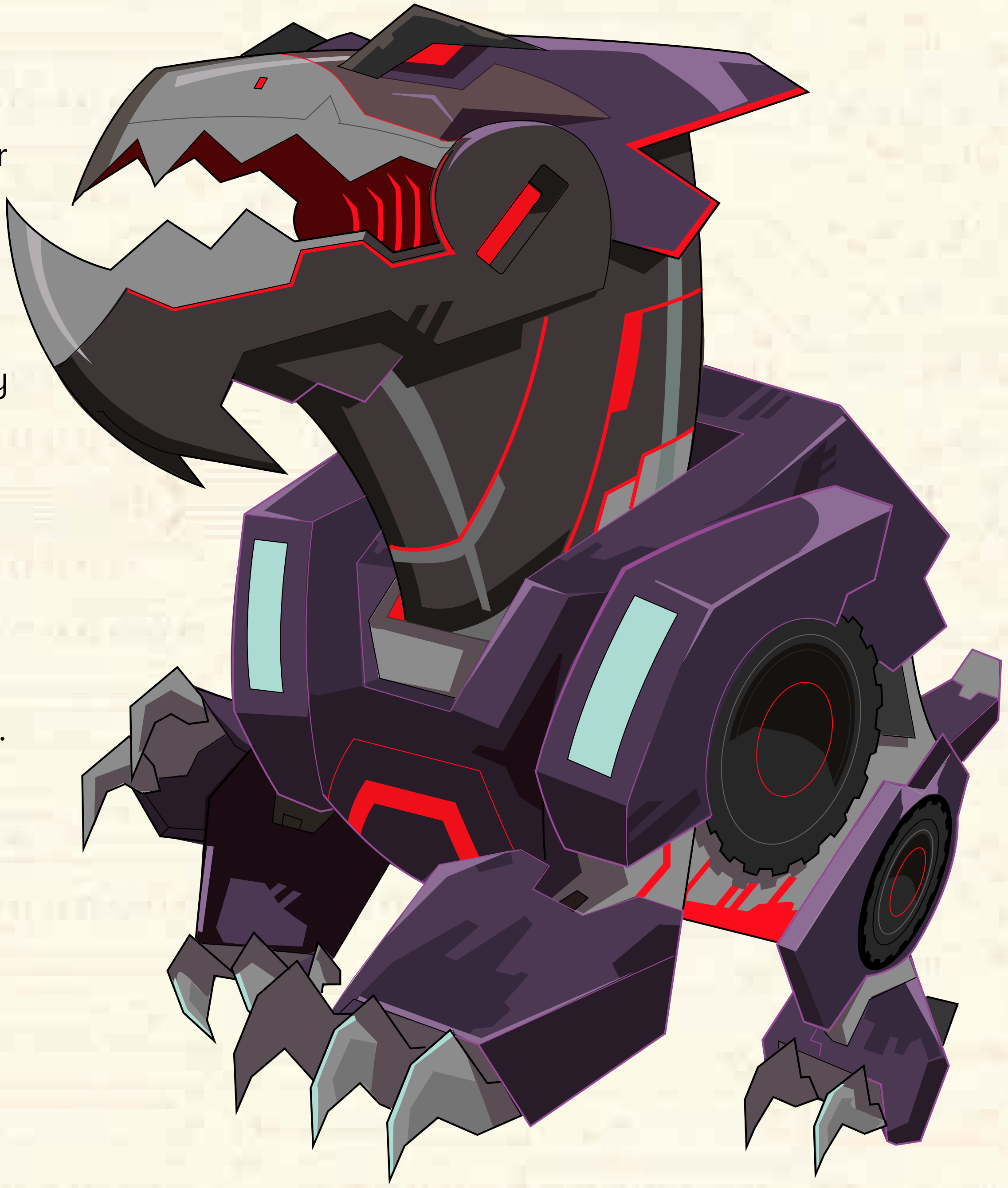
HUMAN CONNECTION: None

PRIMARY POLARITY: Amalgian

COMPLIMENTARY POLARITY: Onyxian

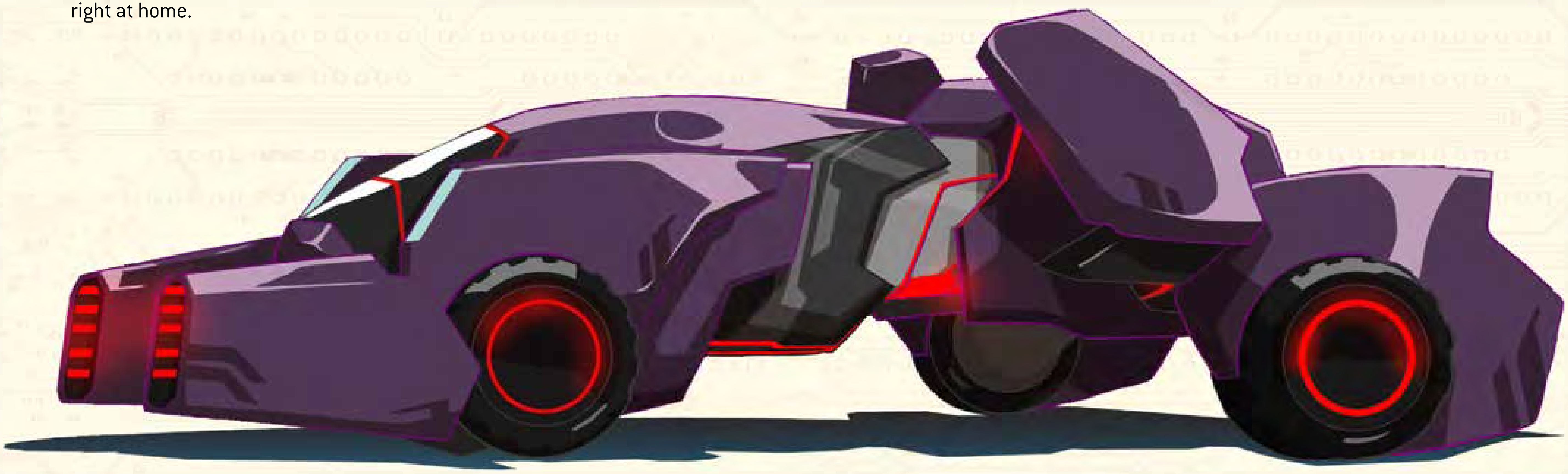
Underbite is full of a lot of things: himself, energy, and bravado. His vanity knows no bounds but it's not like he doesn't have a reason for it. He's the 'Devourer of Nuon City,' a handsome celebrity who expects people to get out of his way... unless they want an autograph, or are smothering him in adulation. Like all Chompazoids, though, Underbite devours metal to gain strength. Without it, he's as harmless as a newly formed Sharkticon.

Underbite is a Decepticon in name only. He doesn't really care about their ideals or history. Nobody even remembers him ever taking part in a major battle. Being a part of Megatron's forces allows Underbite the greatest leeway when it comes to being the "top dog" and eating his way through a mountain of metal. This attitude is what ultimately gets him into trouble. He has been apprehended at least twice because he refused to back down from a fight he couldn't win.



POLARITY IMPLICATIONS

Underbite may seem like an Onyxian at first: primal, emotional, arrogant. His lack of self-doubt and outspokenness put him more in the camp of Amalgians, where his humor and inflexibility make him right at home.



C-TIER
CHARACTER PROFILE

BLITZWING

NAME: Blitzwing

TRANSFORMATION: Jet, Tank

ARCHETYPE: Jester

PERSONALITY: Vile, unkind, mean-spirited, unhinged, maliciously gleeful

HISTORY: Once, Blitzwing was one of Starscream's cronies. He followed his former Decepticon leader to Earth. He now forms one of the wings of the Earthbound Decepticon Flyer Corps.

SPECIAL FEATURES: Triple-changer

DISTINGUISHING FEATURES: Flame-thrower, freezing ray, has three heads; each head has its own personality: one a beefy strongman, one a Draconian authoritarian and the third a violent psychopath; the heads are often at odds

ALLIES & ENEMIES: Subordinate of Starscream, friend of Lugnutz

HUMAN CONNECTION: None

PRIMARY POLARITY: Liegeian

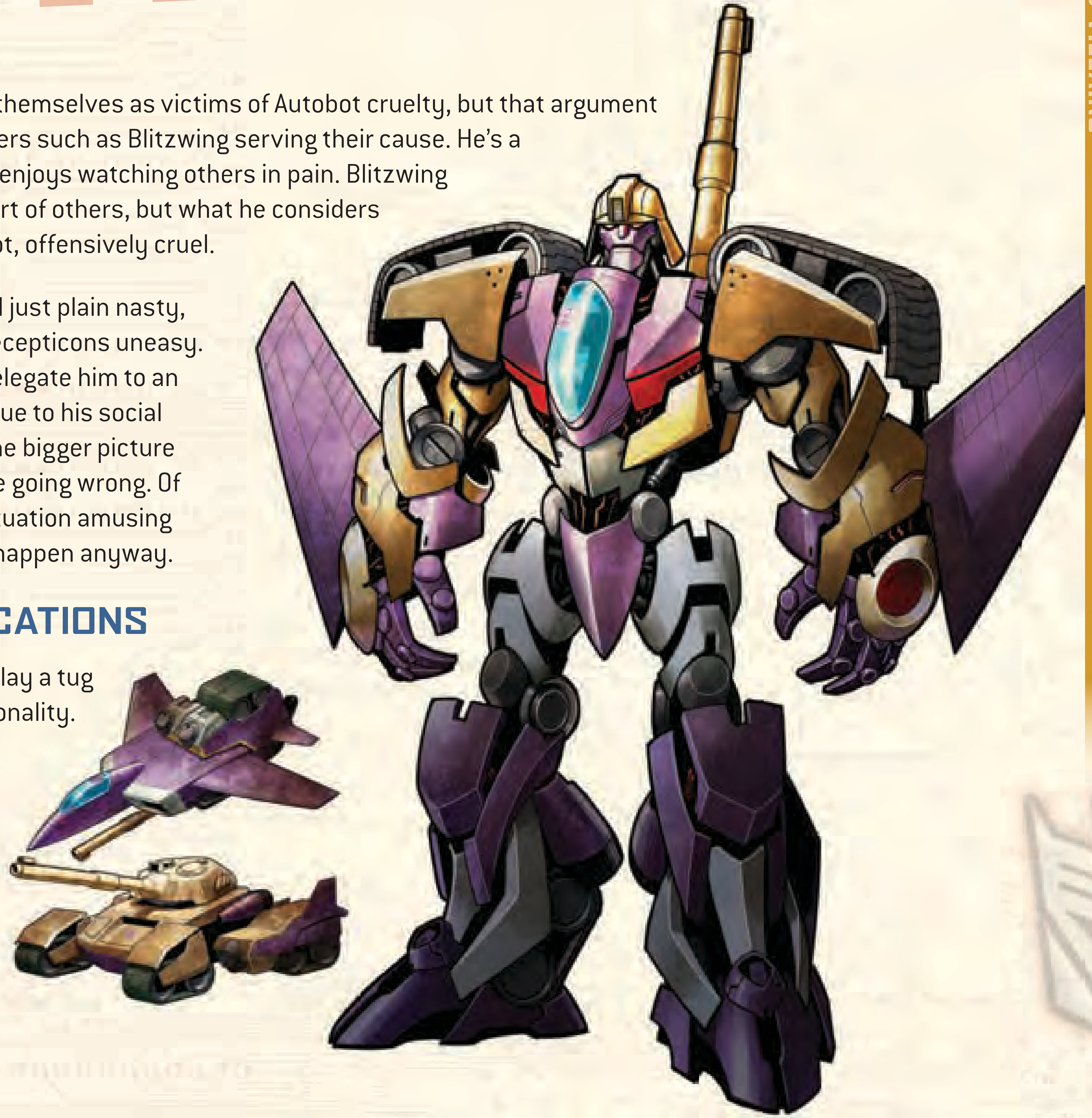
COMPLIMENTARY POLARITY: Quintessian

Decepticons like to portray themselves as victims of Autobot cruelty, but that argument loses credibility with members such as Blitzwing serving their cause. He's a loudmouthed braggart who enjoys watching others in pain. Blitzwing finds humor in the discomfort of others, but what he considers funny is, more often than not, offensively cruel.

Loathsome, aggressive, and just plain nasty, he makes even his fellow Decepticons uneasy. His anti-social tendencies relegate him to an outsider status. Ironically, due to his social isolation, he is able to see the bigger picture and can see when things are going wrong. Of course, if he thinks a dire situation amusing enough, he might just let it happen anyway.

POLARITY IMPLICATIONS

Liege Maximo and Quintus play a tug of war with Blitzwing's personality. He is both a determined strategist and a chaotic egoist. Though a prankster, he is far darker than Amalgamous Prime's influence would allow.



D-TIER CHARACTER PROFILE

DEVESTATOR

(The Constructicons)

NAME: Devastator

TRANSFORMATION: N/A (Massive Humanoid Transformer)

ARCHETYPE: Creator

PERSONALITY: Single-minded, simple, wrathful

HISTORY: All Constructicons have the ability to unite with other Constructicons for large projects. Those that fall in with the Decepticons simply take this further by forming themselves into Devastator, one of the largest Cybertronian forms ever. With the Constructicons now on Earth, the Devastator no longer builds/destroys bases on Cybertron but wrecks havoc on humanity.

SPECIAL ABILITIES: Can disassemble into component Transformers

DISTINGUISHING FEATURES: Massive size, abilities of all component constructicons

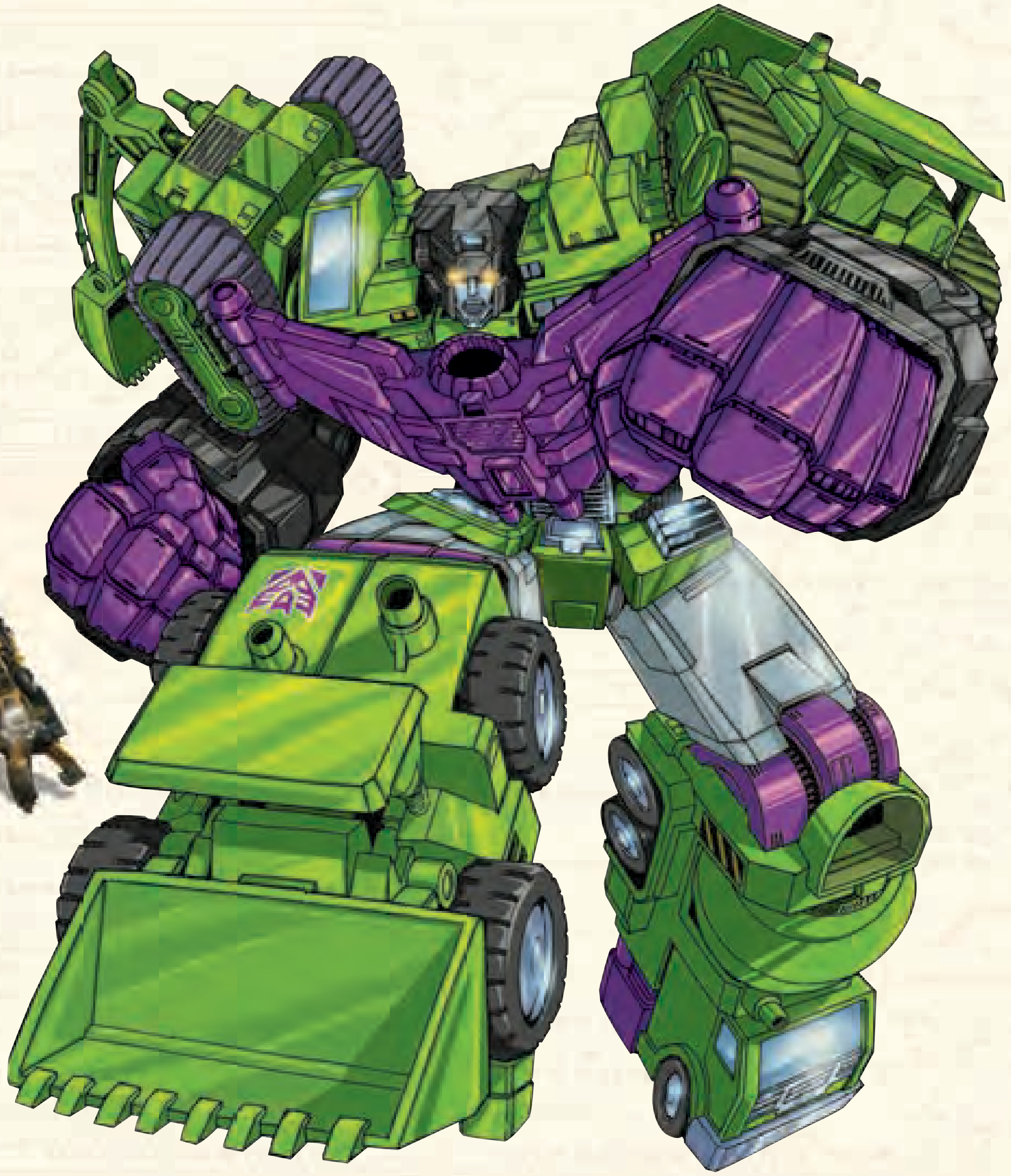
ALLIES & ENEMIES: Formed of the Constructicons; ally of Soundwave

HUMAN CONNECTION: None

PRIMARY POLARITY: Nexian

COMPLIMENTARY POLARITY: Alchemian

The Devastator isn't a singular entity, but rather is made up of many individual Constructicons who have merged to form a single entity. Because their wildly divergent mentalities and personalities would not be conducive to a hive-mind, this enormous Transformer maintains a basic instinctual thought-process: task accomplishment. He will construct or destroy anything based on Megatron's wishes, yet still retains a fiercely independent streak. If Megatron or any Transformer gets in Devastator's way, it is not pretty sight.



POLARITY IMPLICATIONS

The Devastator barely has emotions. He knows only one thing: destruction. This single-minded nature makes him Alchemian, but his elegant combinatory powers clearly show his Nexian powers.

MIXMASTER

D-TIER
CHARACTER PROFILE

NAME: Mixmaster

TRANSFORMATION: Cement mixer

ARCHETYPE: Creator

PERSONALITY: Maniacal, sadistic, goal-oriented, slightly deranged, not easily distracted

HISTORY: Mixmaster was a chemical engineer on Cybertron. He helped design many of the compounds that went into the planet's superstructures. Later, driven insane by the war, he used his knowledge to destroy these same buildings. He is now second-in-command of the Constructicons.

SPECIAL ABILITIES: Can form into Devastator, chemical generation in "Stomach"

DISTINGUISHING FEATURES: Visible "gut" reactor

ALLIES & ENEMIES: Member of the Constructicons

HUMAN CONNECTION: None

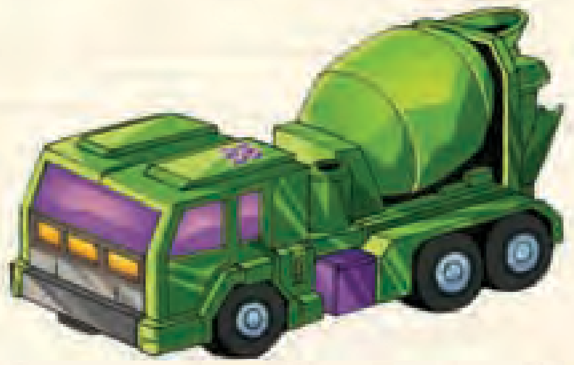
PRIMARY POLARITY: Nexian

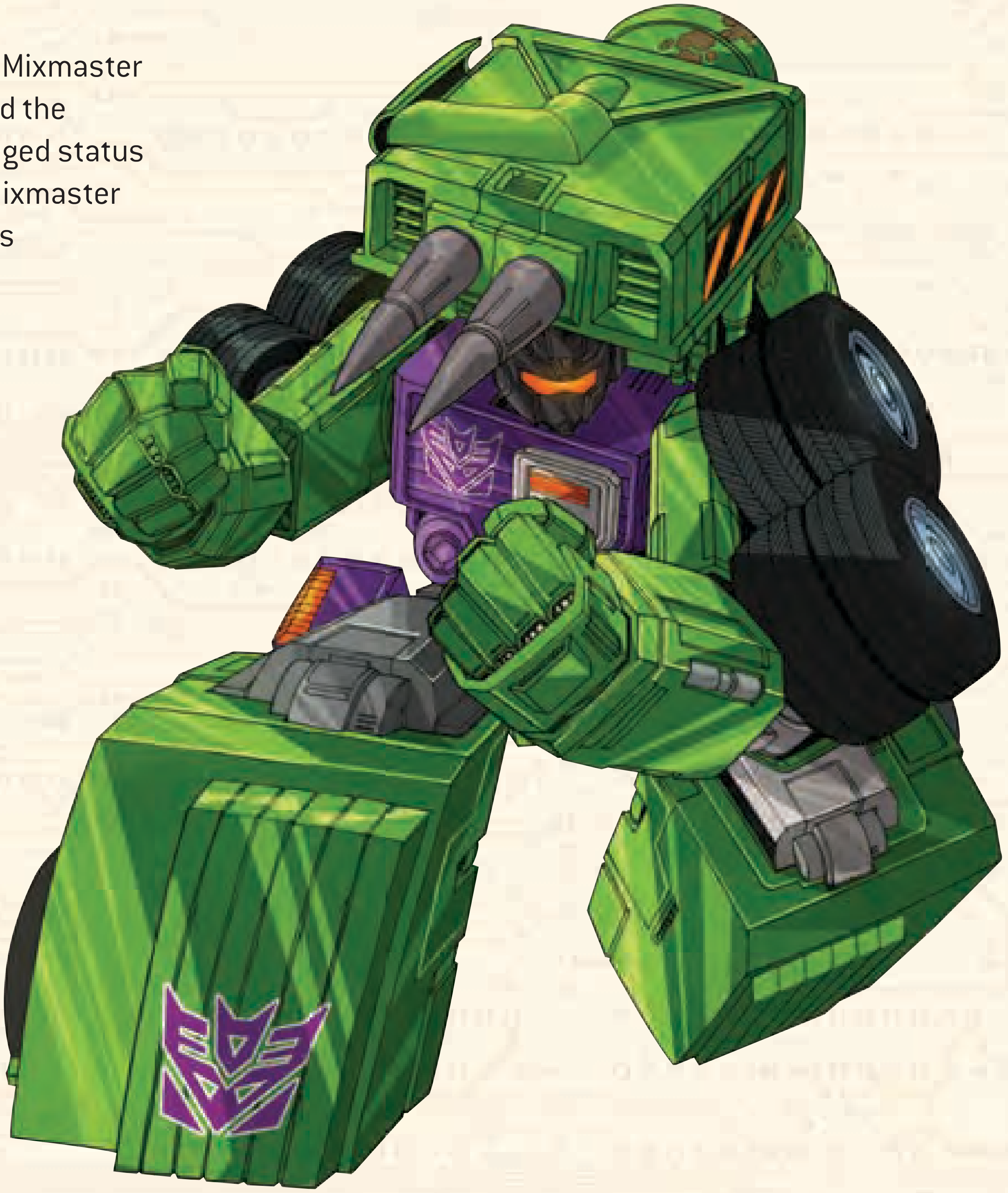
COMPLIMENTARY POLARITY: Quintessian

Unlike most of his fellow Constructicons, Mixmaster isn't all bad. The tragedies he suffered and the ruination of his life's work led to his unhinged status and defection to the Decepticon cause. Mixmaster uses his slightly insane, slightly ingenious designs to help Megatron construct (or destruct) alloys that aid in their fight.

POLARITY IMPLICATIONS

Mixmaster's unpredictable, often-emotional nature makes him Nexian. His chaotic, creative nature also shows his Quintessian side.





D-TIER

CHARACTER PROFILE

LONG HAUL

NAME: Long Haul

TRANSFORMATION: Dump truck

ARCHETYPE: Regular guy

PERSONALITY: Cranky, passive-aggressive, grumbles, either bored or too busy, never satisfied

HISTORY: Long Haul worked on Cybertron like the rest of the Constructicons, though he moonlit as a gladiator. He was drafted into service when Scrapper "volunteered" his unit. He doesn't mind the destruction—that's the fun part—but he does mind having to travel to Earth to serve Megatron.

SPECIAL ABILITIES: Can form into Devastator

DISTINGUISHING FEATURES: Large size

ALLIES & ENEMIES: Member of the Constructicons

HUMAN CONNECTION: None

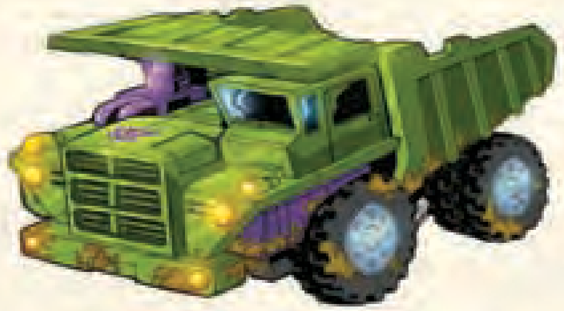
PRIMARY POLARITY: Alchemian

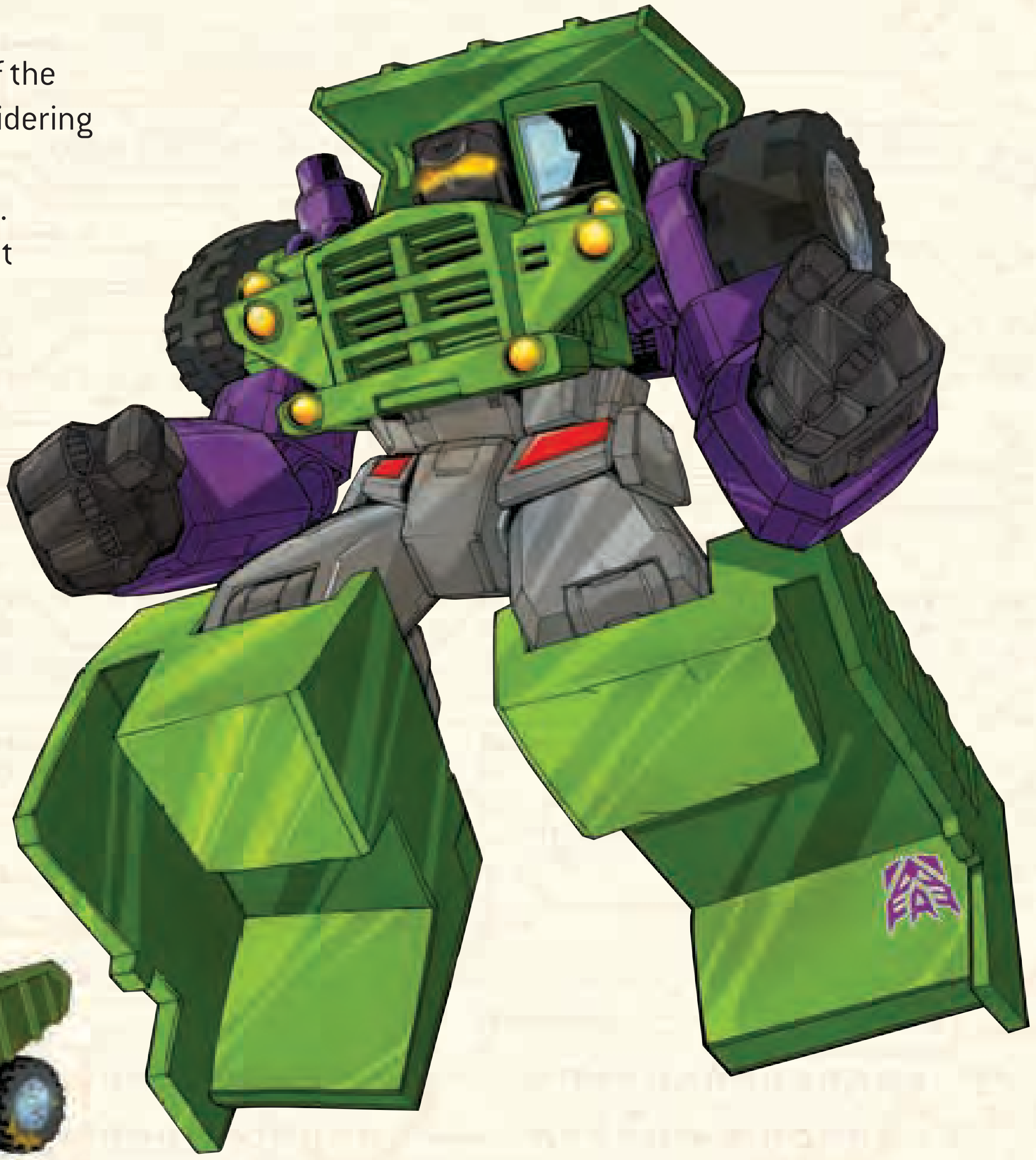
COMPLIMENTARY POLARITY: Alphanian

Long Haul is the most cantankerous member of the Constructicons, which is understandable, considering he has to carry everything everywhere simply because his alt-mode is a long-haul dump truck. Long Haul hates his role and would rather be out doing constructive things. He always grumbles how he should be fighting instead of carrying all the junk. Sometimes, when he's being particularly belligerent, Long Haul "loses" equipment to teach his teammates a lesson.

POLARITY IMPLICATIONS:

Long Haul is a simple Transformer who knows a lot from watching on the sidelines so often. His observational skills are utterly Alchemian, though his puritanical attitude (along with his knowledge) reveals Alphanian influence.





D-TIER
CHARACTER PROFILE

RAMPAGE

NAME: Rampage

TRANSFORMATION: Bulldozer

ARCHETYPE: Outlaw/ rebel

PERSONALITY: Violent, opportunistic, loves destruction

HISTORY: A member of Constructicons, aided in Megatron's resurrection.

SPECIAL ABILITIES: Transforms into Devastator

DISTINGUISHING FEATURES: agile, quick

ALLIES & ENEMIES: Decepticon, Constructicon, bears special grudge against Bumblebee

HUMAN CONNECTION: none

PRIMARY POLARITY: Megatronan

COMPLIMENTARY POLARITY: Onyxian

Rampage, like his name implies, is a dirty fighter who likes to drive into the thick of a battle and lay waste to anything in his path. As part of Devastator he gets plenty of chances to raze his enemies and anything else that happens upon his path. A real wild card, Rampage flies off the handle at the drop of a hat and is an extremely hard guy to control, when not part of Devastator. While he transforms into a bulldozer, he is surprisingly agile and speedy.

POLARITY IMPLICATIONS

His Megatronan nature makes him a strong fighter with dexterity and speed on his side as well as brawn. His Onyxian side has a tendency to take over when there is no one to actively fight making him unpredictable and tempestuous.

D-TIER
CHARACTER PROFILE

HIGHTOWER

NAME: Hightower

TRANSFORMATION: Construction crane

ARCHETYPE: Magician

PERSONALITY: a Loner and a curmudgeon, intelligent, a planner

HISTORY: A member of the Constructicons, grudgingly, but often formulates their plans as the brains of their operation.

SPECIAL ABILITIES: mobile chemistry lab, demolitions expert

ALLIES & ENEMIES: Decepticon, Constructicon

HUMAN CONNECTION: considers most Transformers beneath him, humans barely register

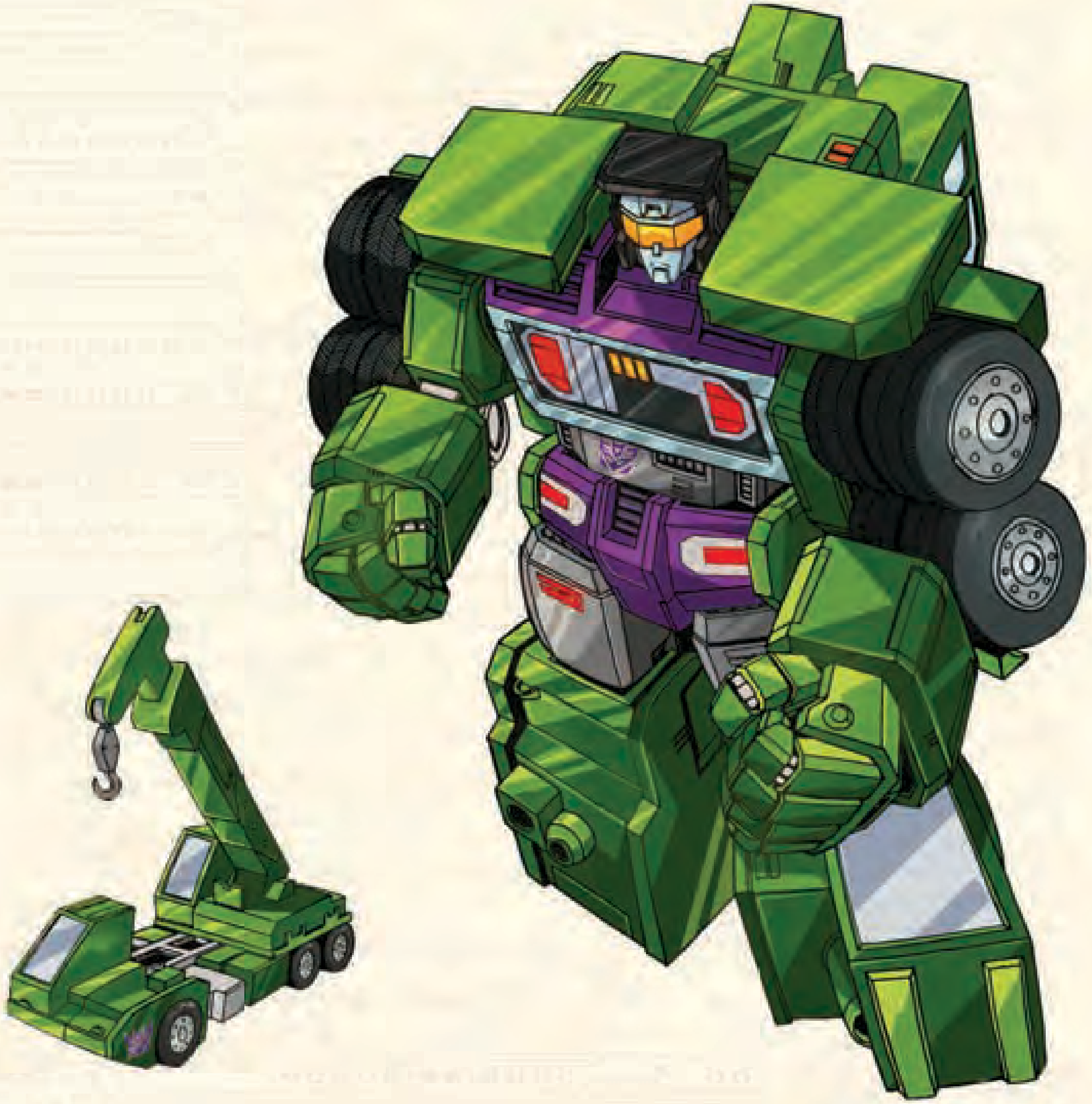
PRIMARY POLARITY: Alchemian

COMPLIMENTARY POLARITY: Alphanian

If he hadn't been created a Constructicon, Hightower would probably have nothing to do with them. Hightower is a member of the group that forms Devastator but is constantly complaining about it. He formulates their plans and explains them to the slower members of the group when he hasn't disappeared to try and make a better explosive. His skills with chemistry, poisons, and all things that go boom make him an invaluable resource, if you can stand to be around him.

POLARITY IMPLICATIONS

His Alchemian influence drives both his scientific pursuits and his desire to be left alone so he can do his work. His Alphanian side only compounds his misanthropy and his hypercritical analysis of his compatriots.



D-TIER
CHARACTER PROFILE

SCAVENGER

NAME: Scavenger

TRANSFORMATION: Excavator

ARCHETYPE: Regular guy

PERSONALITY: Team player, wants to be liked, low self-esteem

HISTORY: The runt of the Constructicons, Scavenger is often picked on.

SPECIAL ABILITIES: becomes part of the Devastator

ALLIES & ENEMIES: Decepticon, Constructicon

HUMAN CONNECTION: None

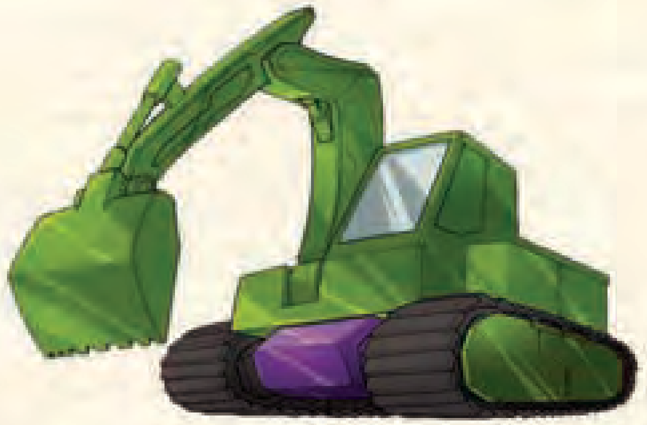
PRIMARY POLARITY: Micronian

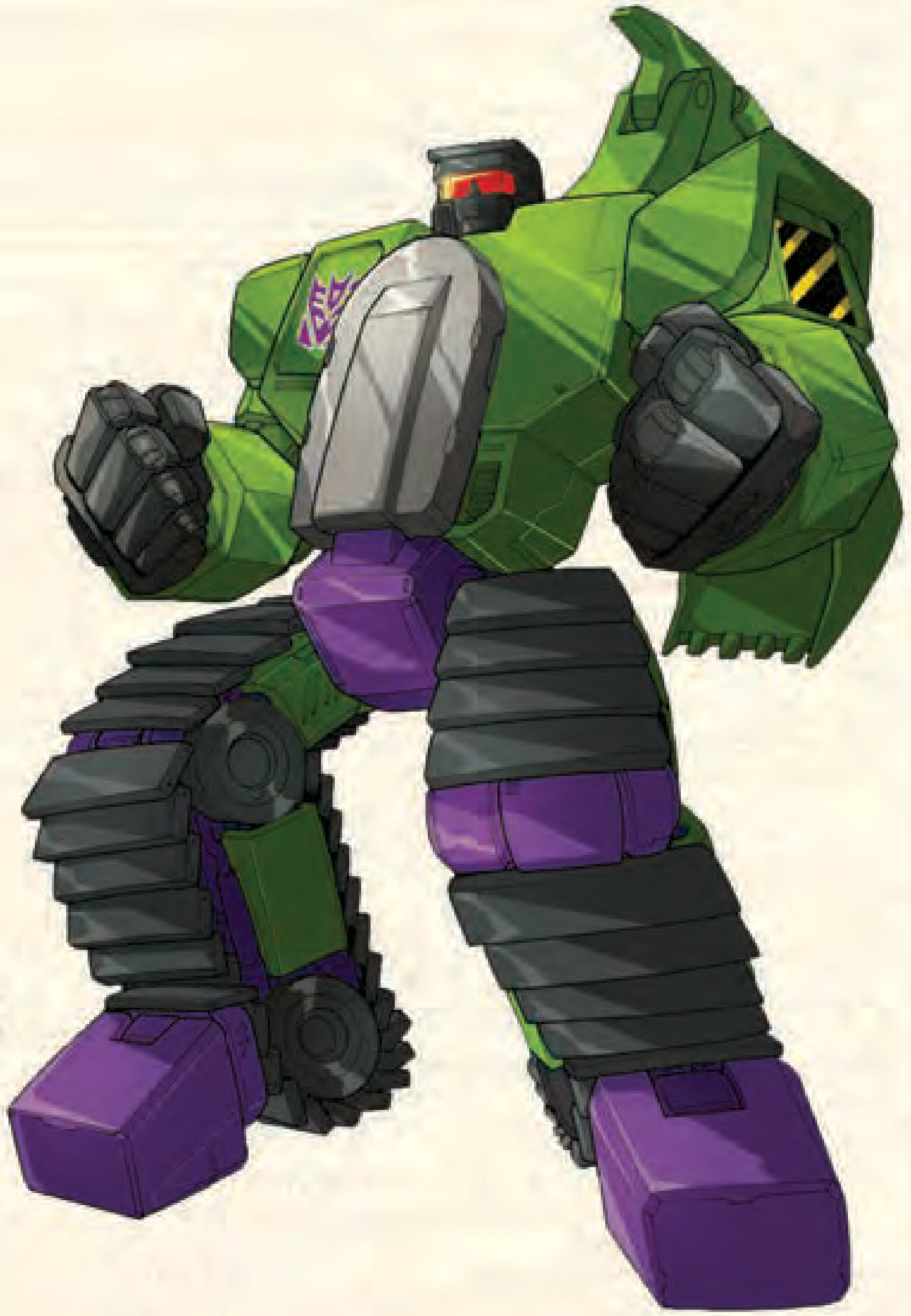
COMPLIMENTARY POLARITY: Amalgian

Scavenger is a scrappy runt; he is like the younger brother to all the Constructicons, tagging along at the heels of the other members of the Devastator. He is annoying in his persistent and constant need for attention from his comrades. Despite the fact that they don't particularly like Scavenger, the fact that he transforms into the torso of the Devastator makes him a core member of that group.

POLARITY IMPLICATIONS

His Micronian tendencies show in his size and in his insecure nature. His complimentary Amalgian side makes him a bit of a jokester as well as a fairly simple guy who doesn't always see the affect his jokes or prodding has on his comrades.





D-TIER
CHARACTER PROFILE

SCRAPPER

NAME: Scrapper

TRANSFORMATION: Load Shovel

ARCHETYPE: Creator

PERSONALITY: Humble, tenacious, progressive, insightful, maniacal, insane

HISTORY: Thanks to his intelligence, Scrapper quickly rose through the cultural ranks of the Constructicons. Megatron recruited him and his team during the early stages of the Decepticon uprising. They still work for him on large construction projects.

SPECIAL ABILITIES: becomes part of the Devastator

DISTINGUISHING FEATURES: None

ALLIES & ENEMIES: Leader of the Constructicons

HUMAN CONNECTION: None

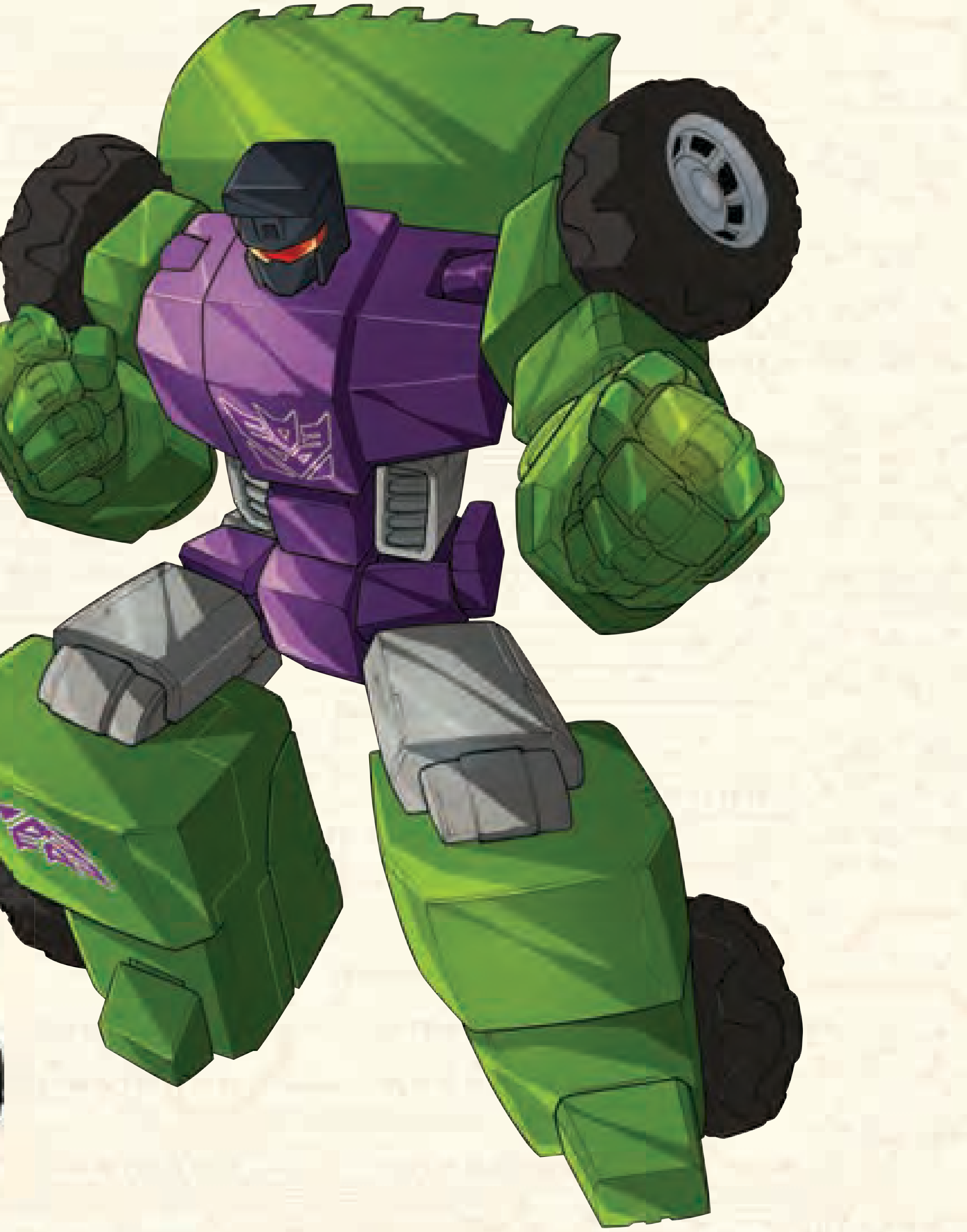
PRIMARY POLARITY: Liegeian

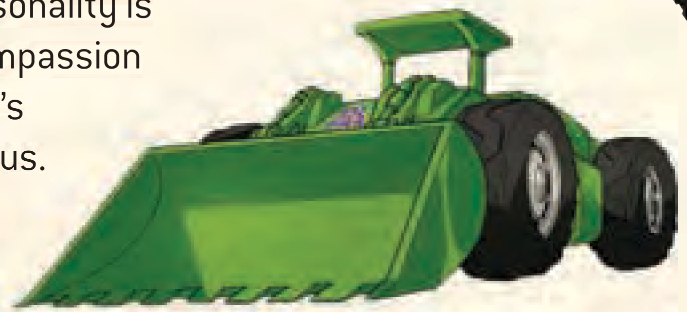
COMPLIMENTARY POLARITY: Solean

Constructicons construct, except for Scrapper, who is the engineering wunderkind that designs all of their projects. These architectural marvels are widely acknowledged by both Autobots and Decepticons as masterpieces. Despite this, Scrapper remains a modest Decepticon who quickly shrugs off the praise he receives. That's not to say that he isn't insane. One of his favorite artistic liberties with his more recent designs involves taking living Transformers and using them as raw materials.

POLARITY IMPLICATIONS

Scrapper is a humble engineer who gets the rest of the Constructicons to listen to him. His manipulative personality is Liegeian, but his passive compassion for his fellows shows that he's more Solus Prime than Quintus.





D-TIER
CHARACTER PROFILE

BLUDGEON

NAME: Bludgeon

TRANSFORMATION: Tank

ARCHETYPE: Explorer

PERSONALITY: Pious, shadowy, warrior, bloodthirsty, never deviates from his code

HISTORY: Bludgeon is a Transformer of mysterious origins. He roamed space for many years, only to join up with the Decepticons near the end of Megatron's time on Cybertron.

SPECIAL ABILITIES: Master swordsman, master of Metallikato (a martial art)

DISTINGUISHING FEATURES: Skeletal face

ALLIES & ENEMIES: Enemy of Drift

HUMAN CONNECTION: None

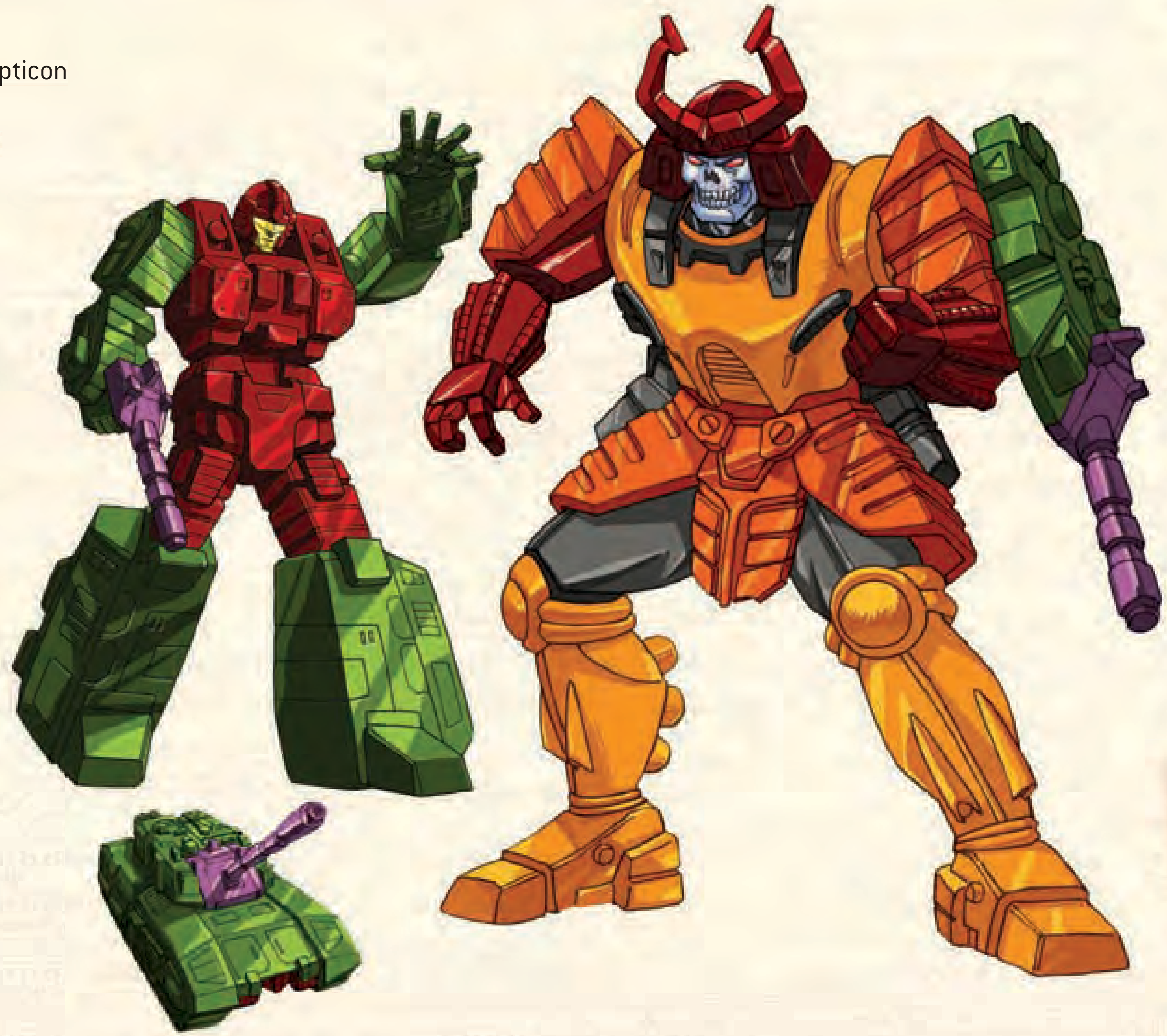
PRIMARY POLARITY: Onyxian

COMPLIMENTARY POLARITY: Vectorian

There is no warrior in the Decepticon ranks who is fiercer than this Transformer. Though he lives a pious life of honor, his code is one of bloodshed. Bludgeon revels in destruction. The Decepticons have met his criteria for mayhem, but should they ever falter in providing him the means to fulfill his destiny, Bludgeon would swiftly massacre them all.

POLARITY IMPLICATIONS

Bludgeon knows, with complete confidence, that what he's doing is right. He's a warrior with a plan, loyal, noble (in his own mind), and so also arrogant, making him Onyxian and Vectorian.



DECEPTICONS
CHARACTER PROFILE

MENASOR

(The Stunticons)

NAME: Menasor

TRANSFORMATION: N/A (Combiner: Massive Humanoid Transformer)

ARCHETYPE: Outlaw

PERSONALITY: Chaotic, ruthless, destructive, impulsive

HISTORY: The Stunticons came together to form Menasor at Starscream's command. He was unleashed in the lead up to the Combiner Wars but was defeated by Superion.

SPECIAL ABILITIES: Can disassemble into component Transformers

DISTINGUISHING FEATURES: Massive size, abilities of component Transformers

ALLIES & ENEMIES: Formed by the Stunticons, enemy of Superion

HUMAN CONNECTION: None

PRIMARY POLARITY: Megatronan

COMPLIMENTARY POLARITY: Onyxian

When Motormaster, Drag Strip, Dead End, Wildrider, and Breakdown combine, they form a highly unstable weapon of mass destruction: Menasor. He's psychotic, chaotic, often acting on the wildest of impulses, and hard to control even by the merged psyches of his component parts. The Decepticons are loath to unleash him except when collateral damage can be kept to a minimum. Menasor is not a precision instrument. He is a bomb waiting to go off. That being said, the Autobots have defeated him before, as in the Combiner Wars, when Superion and Optimus Maximus worked together to bring him down.

POLARITY IMPLICATIONS

Like Superion, Menasor is a consummate example of Megatronan bloodlust. His chaotic nature is mirrored in Onyx Prime.

DECEPTICONS
CHARACTER PROFILE

E-TIER

CHARACTER PROFILE

BRUCTICUS MAXIMUS

(Combaticons)

NAME: Bructicus Maximus

TRANSFORMATION: N/A (Massive Humanoid Transformer)

ARCHETYPE: Magician

PERSONALITY: Ambitious, bloodthirsty, not a Leader/not a follower, charismatic, deep thinker

HISTORY: One of four primeval combiners that guard the Super Energon pools deep within Cybertron. Along with his peer, Starscream, who persuaded them to join the Decepticons, awakened him from countless years of stasis.

SPECIAL ABILITIES: Can disassemble into component combaticons

DISTINGUISHING FEATURES: Massive size, super-charged

ALLIES & ENEMIES: Ally of Starscream

HUMAN CONNECTION: None

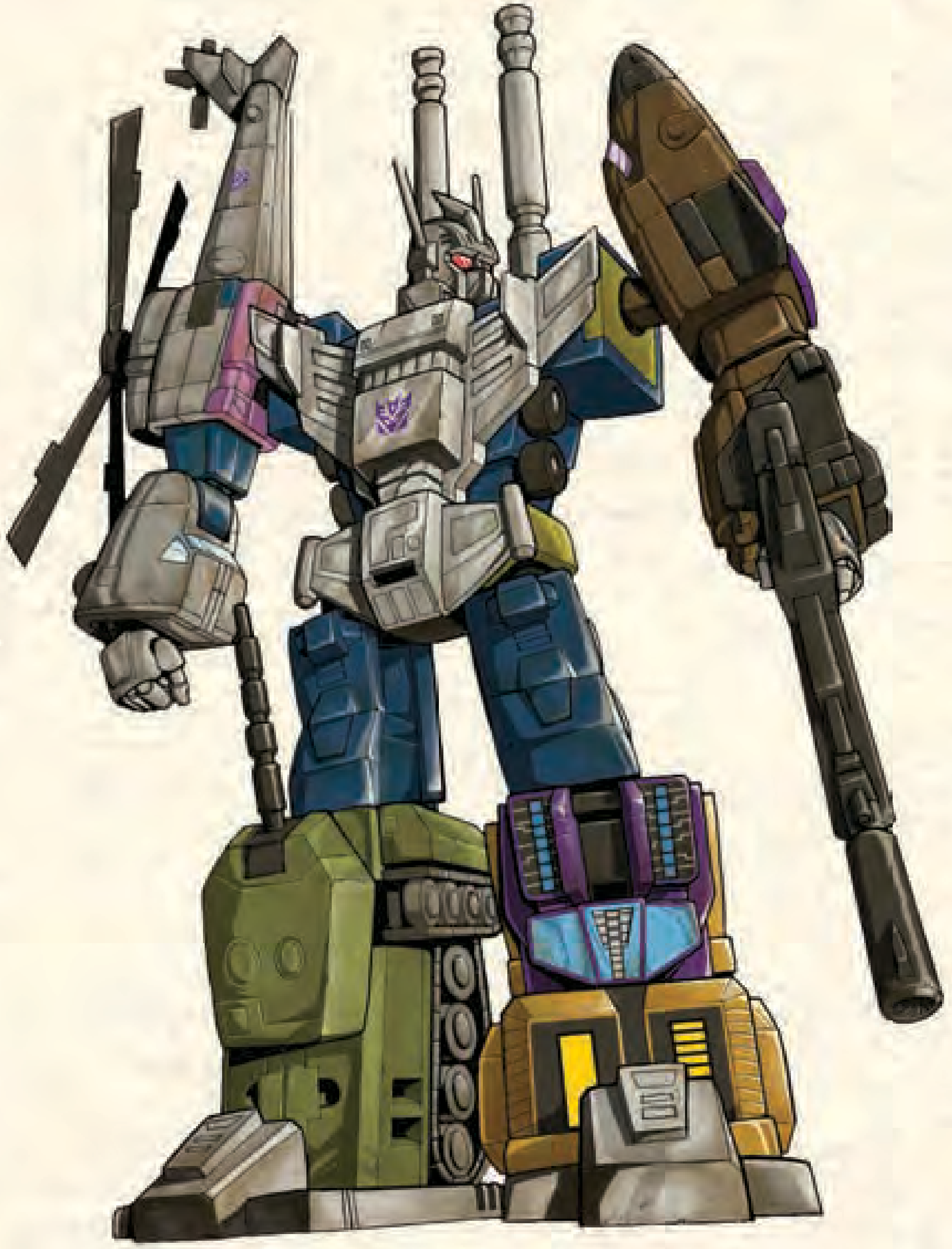
PRIMARY POLARITY: Megatronan

COMPLIMENTARY POLARITY: Alphanian

Unlike many other Combiner Bots, Bructicus Maximus seems to be more than the sum of his parts. His brain and emotions are hyper-charged, and not just from the Super Energon that flows in his veins, but also by the five Transformers that comprise his conjoined form. He is both apart from them and a part of them, but at times, his ambition can get them all into trouble. He is a thinker, a believer, and a destroyer. He also knows that he is not a true leader.

POLARITY IMPLICATIONS

Ambition drives Maximus: the ambition to control the universe, even though he doubts his own power. His knowledge and suffer-no-fools attitude make him slightly Alphanian, but mostly Megatronan.



SWINDLE

E-TIER
CHARACTER PROFILE

NAME: Swindle

TRANSFORMATION: Sports car

ARCHETYPE: Jester

PERSONALITY: Fervent, enthusiastic, a swindler

HISTORY: Swindle, once awoken, became Cybertron's most feared and least effective torturer. Megatron utilizes him now in psychological warfare, as his effectiveness in other areas is limited.

SPECIAL ABILITIES: Forms into Bructicus Maximus

DISTINGUISHING FEATURES: Chest energy-cannon, arm cannon, kleptomaniac

ALLIES & ENEMIES: Member of the Combaticons

HUMAN CONNECTION: None

PRIMARY POLARITY: Onyxian

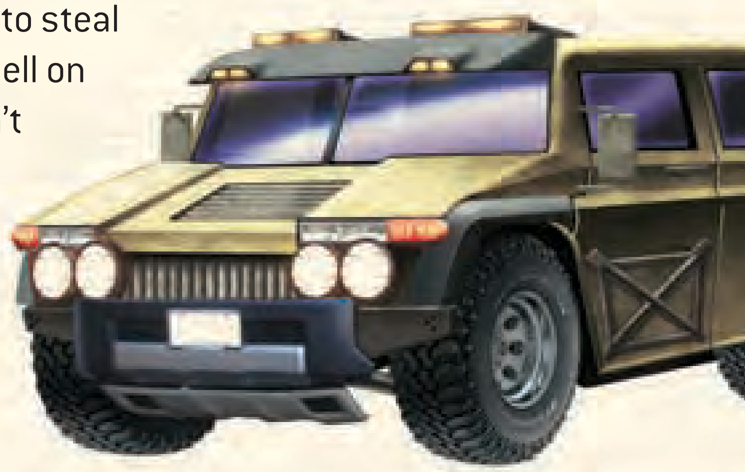
COMPLIMENTARY POLARITY: Amalgian

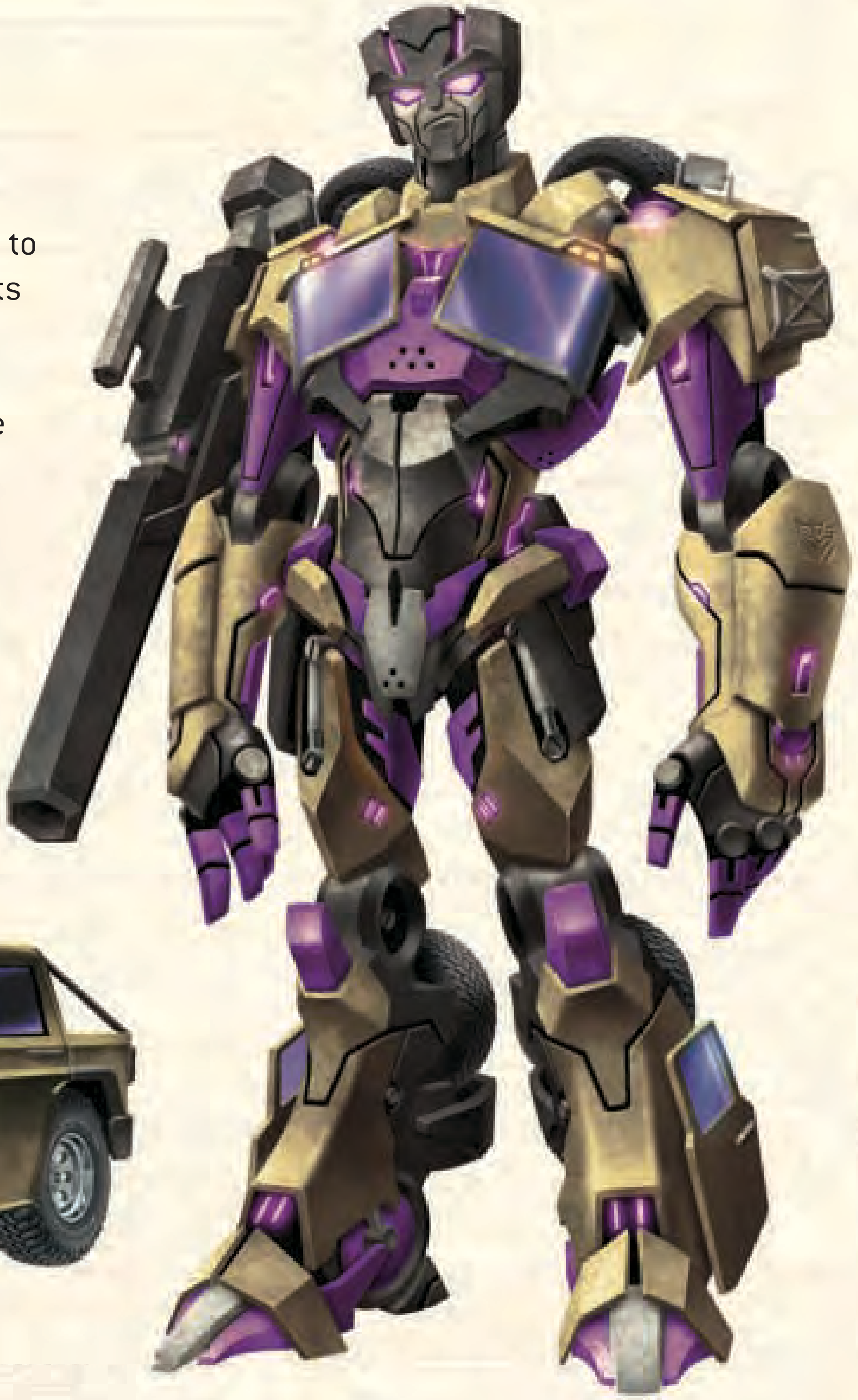
Swindle is not a great fighter. He's a capitalist who views the Great War as a business opportunity. Still, he takes great glee in blowing things (and people) to pieces. His unpredictable madness makes him a wildcard on the battlefield. The Autobots—and Megatron, for that matter—never know where his next explosion will erupt. His enthusiastic but ineffectual interrogation techniques make him nearly useless behind closed-doors. Megatron is constantly striving to find an outlet for Swindle's techniques, as this Cybertronian's fervor could turn the tide of the Earth-based battle if properly harnessed.

A Black Marketeer, he likes to steal things from other 'bots to sell on the black market, he doesn't care whom he steals from, or for that matter, what he steals.

POLARITY IMPLICATIONS

Swindle's glee and dedication to his work make him equal parts Onyxian and Amalgian. His loyalty and arrogance make him more the former than the latter, however.





E-TIER
CHARACTER PROFILE

ONSLAUGHT

NAME: Onslaught

TRANSFORMATION: SWAT van

ARCHETYPE: Ruler

PERSONALITY: Manipulative, strategic, wise, intelligent, malicious, shadowy

HISTORY: Onslaught negotiated the terms for joining the Decepticons. He now functions as the group's leader when not formed into Bructicus Maximus.

SPECIAL ABILITIES: Forms into Bructicus Maximus

DISTINGUISHING FEATURES: Twin cannons

ALLIES & ENEMIES: Leader of the Combaticons

HUMAN CONNECTION: None

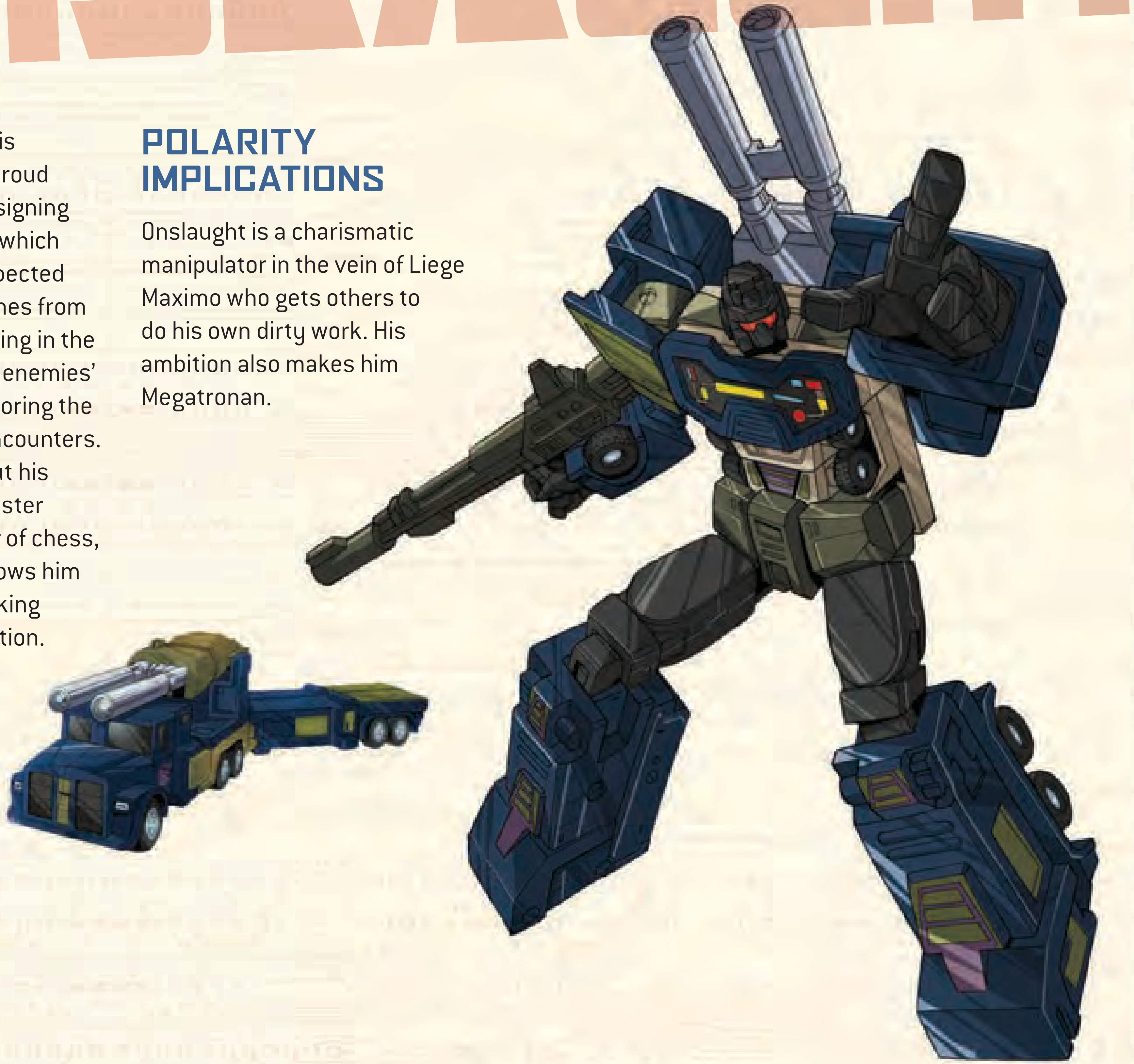
PRIMARY POLARITY: Liegeian

COMPLIMENTARY POLARITY: Megatronan

Onslaught doesn't like to get his hands dirty, acting much too proud for that. Instead, he enjoys designing intricate plans of destruction, which his fellow Combaticons are expected to implement. Onslaught watches from the sidelines, occasionally joining in the battle, but mostly learning his enemies' strengths and weaknesses, storing the information away for future encounters. He may lose a battle or two, but his deep thinking makes him a master strategist. Like a grandmaster of chess, Onslaught's depth of vision allows him to outthink his opponents, making him seem like he has precognition. Onslaught is no coward—he's far too bloodthirsty for that—but when the Autobots see him planning, they know something is up.

POLARITY IMPLICATIONS

Onslaught is a charismatic manipulator in the vein of Liege Maximo who gets others to do his own dirty work. His ambition also makes him Megatronan.



E-TIER
CHARACTER PROFILE

BLAST OFF

NAME: Blast Off

TRANSFORMATION: Shuttle

ARCHETYPE: Regular guy

PERSONALITY: Loner, secretly lonely, gruff, placid

HISTORY: Starscream awakened Blast Off with the rest of the Combaticons. He came to Earth during the early days of the Decepticon-Autobot struggle there.

SPECIAL ABILITIES: Forms into Bructicus Maximus

DISTINGUISHING FEATURES: Massive size

ALLIES & ENEMIES: Member of the Combaticons

HUMAN CONNECTION: None

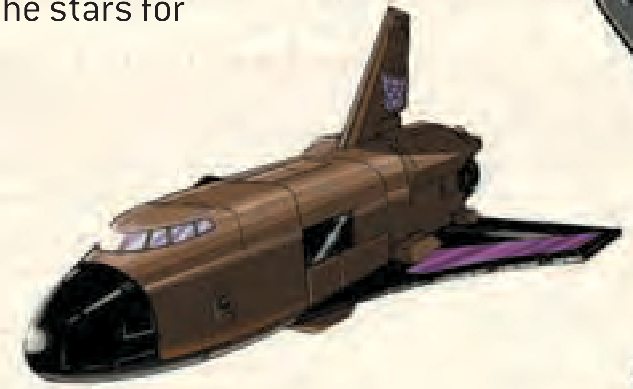
PRIMARY POLARITY: Vectorian

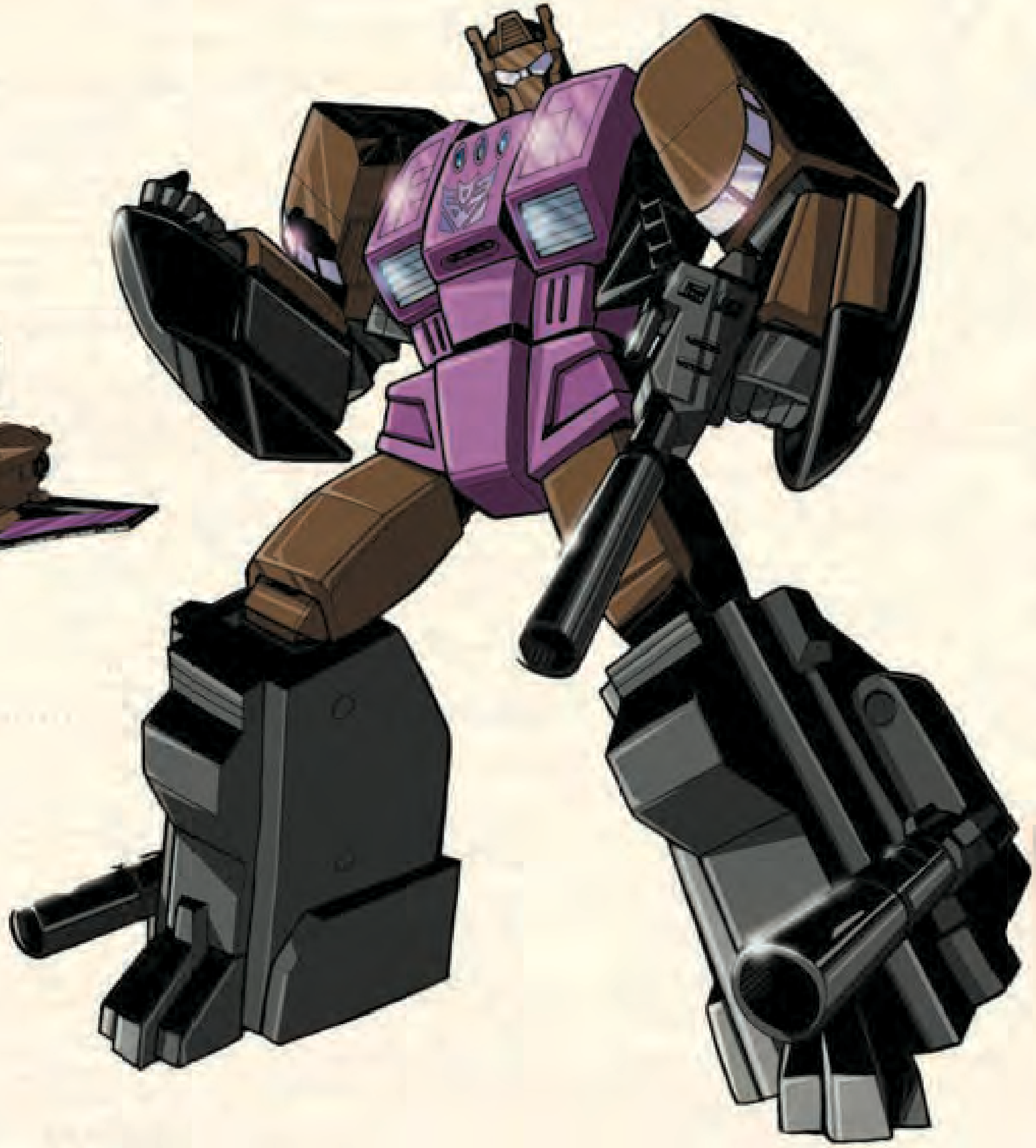
COMPLIMENTARY POLARITY: Micronian

Blast Off could care less what other Transformers think of him. He's very comfortable with himself, his job, and his role. The other Combaticons often completely forget Blast Off is above them, orbiting so far above the Earth, and Blast Off would be fine with being ignored, with just the stars for company.

POLARITY IMPLICATIONS

Blast Off is a loner, completely fine with his own company and his place in the world. This is caused by his narrow-minded attitude of others (Vectorian), while Micronus influences his detachment.





E-TIER

CHARACTER PROFILE

CLAMP DOWN

NAME: Clamp Down

TRANSFORMATION: Giant transport helicopter

ARCHETYPE: Outlaw/Rebel

PERSONALITY: Imposing, savvy, volatile, feared for his strength

HISTORY: smallest of the giant class Transformers

SPECIAL ABILITIES: strong enough to carry Megatron into battle in tank mode.

WEAPONS: Giant claw

COLORATION: mustard, purple highlights

DISTINGUISHING FEATURES: Very large, very strong, accustomed to getting his way

ALLIES & ENEMIES: Decepticon, allied but they must appeal for his aid when needed

HUMAN CONNECTION: Considers humans beneath him

PRIMARY POLARITY: Onyxian

COMPLIMENTARY POLARITY: Megatronan

As the smallest of the Giant Class Transformers, Clamp Down has a bit of a complex. While he can lord over smaller Transformers, including Megatron his theoretical boss, he is a bit of a bully. He separated himself from other Giant Class Transformers in favor of the more easily pushed around Decepticons, who flatter him constantly, afraid of his strength but desiring his aid in many battle situations.

POLARITY IMPLICATIONS

While Clamp Down is a proud Onyxian, he hides his feelings more than most, his constant need for flattery belies insecurities about his size relative to other Giant Class Transformers. His Megatronan side makes him a formidable presence but also feeds his arrogance.

F-TIER

CHARACTER PROFILE

WASPINATOR

NAME: Waspinator

TRANSFORMATION: Wasp

ARCHETYPE: Innocent

PERSONALITY: Defeated, consigned, pessimistic, worrier, never-say-die attitude

HISTORY: Waspinator is an alien that the Decepticons encountered while pursuing the Autobots through space. His long life has seen many near-death experiences, but he always is able to pull himself up again. He's now used as a scout and sometimes-impromptu mine detector for Megatron.

SPECIAL ABILITIES: Super-Durable, Easily Reconstructed

DISTINGUISHING FEATURES: Small Size, lisp—rather, lizzzzzp

ALLIES & ENEMIES: Friend of Megatron in his own mind

HUMAN CONNECTION: None

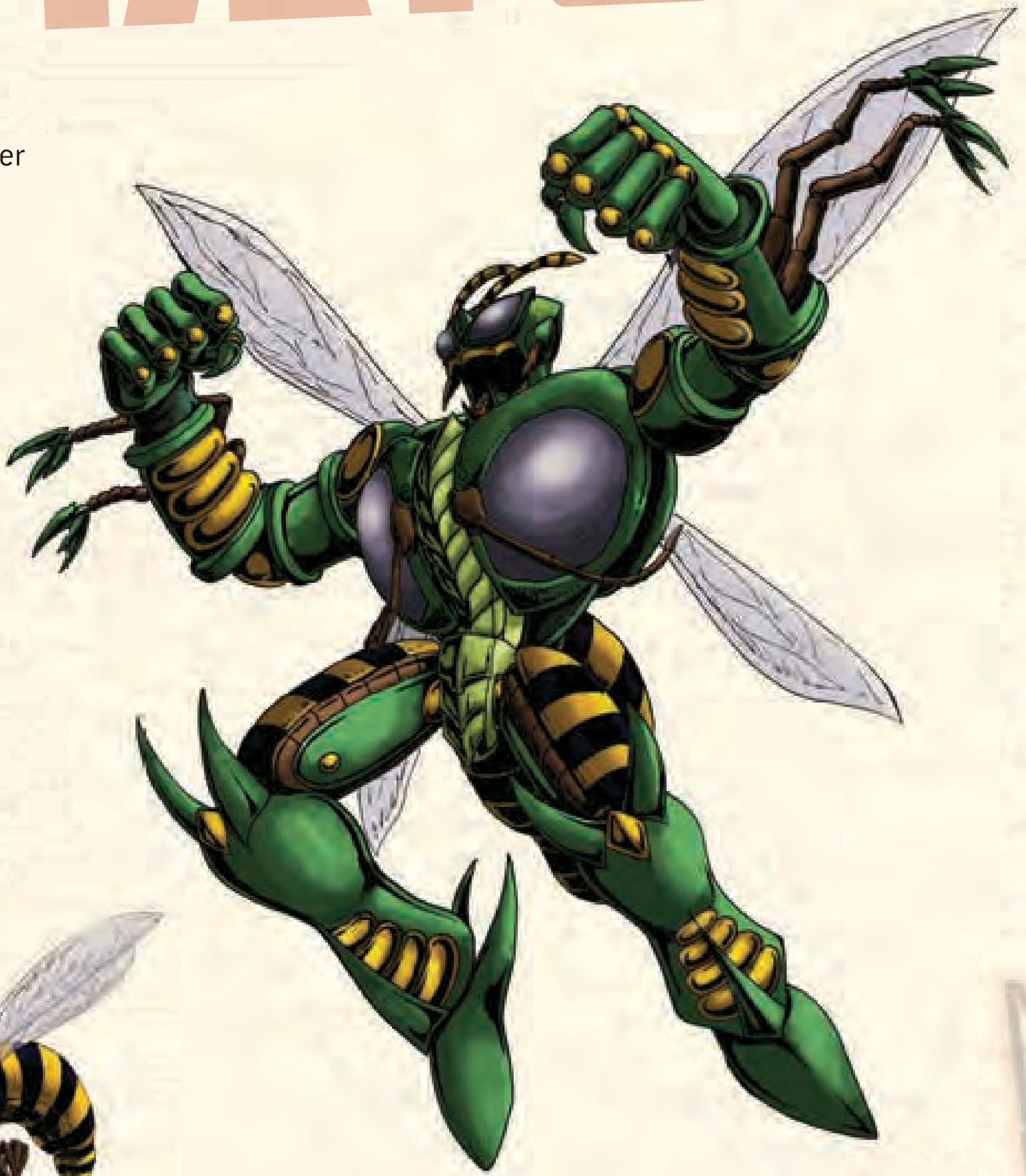
PRIMARY POLARITY: Alchemian

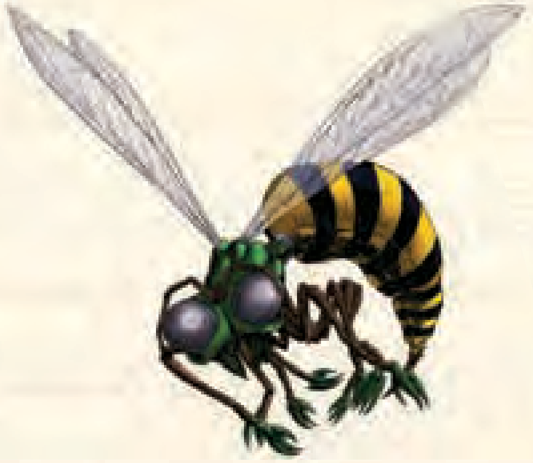
COMPLIMENTARY POLARITY: Micronian

Waspinator feels like he is always at the center of trouble. Other Decepticons agree and tend to stay away from him whenever something dangerous is happening. During his service to the Decepticon cause, Waspinator has been blown up, shattered, melted, partially imploded, crushed, zapped, and smashed. Yet, despite his woebegone attitude, he always manages to reconstruct himself before hurling his body back into the fight.

POLARITY IMPLICATIONS

Alchemians are invaluable and voracious observers. They are resolute and worrying by nature, just like the pessimistic Waspinator, though he also exhibits symptoms of Micronian detachment and quietude.





F-TIER
CHARACTER PROFILE

QUINTESSON

NAME: Quintesson

TRANSFORMATION: N/A

ARCHETYPE: Ruler

PERSONALITY: Manipulative, cowardly, cruel, zealous, fanatical, brutal

HISTORY: Quintessons believe they were Quintus's own creation, created in his image and eventually they created an empire for themselves. They have a highly fervent devotion to their belief system based on the idea that Quintus was the original creator and that they are his most beloved creation. They have had limited contact with the Transformers, but what little there has been has ended horribly.

SPECIAL ABILITIES: None

DISTINGUISHING FEATURES: Non-Mechanical, five faces, multiple personalities

ALLIES & ENEMIES: Enemies of all Cybertronians.

HUMAN CONNECTION: None

PRIMARY POLARITY: Alphanian

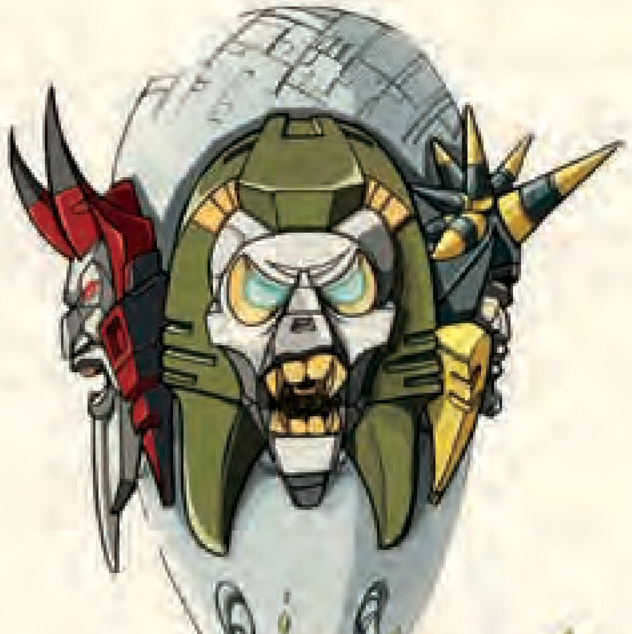
COMPLIMENTARY POLARITY: Liegeian

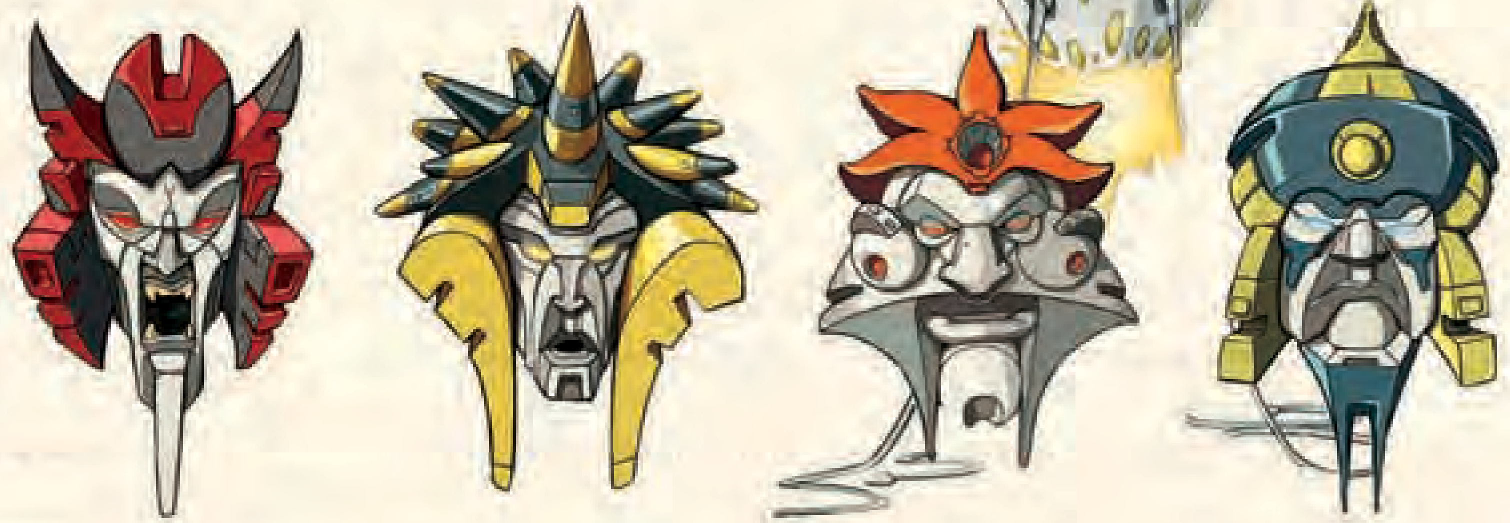
Quintesson is the prototypical cowardly braniac. He manipulates stronger beings into doing his dirty work. The delegate of the planet, Quintessa, he has multiple faces: those of death, laughter, rage, bitterness and doubt. He is orderly and puritanical and disdainful of Transformers.

The origin myth of Quintessa is different from that of the factions of Transformers and believes that Quintus was the creator of all life above all other gods. He is representative of the many faces of god, both physically and spiritually showing how different interpretations of history exist throughout the Universe. He does not let anything stand between him and his goals, even when he loses, he finds a way to regroup and make his way back towards his aspiration.

POLARITY IMPLICATIONS

Quintesson is not aligned with Quintus, paradoxically, as he is too orderly and puritanical. This puts them more in line with Alpha Trion, his politician's skill and ability to manipulate shows his complimentary polarity to be Liegeian.





F-TIER
CHARACTER PROFILE

GNAW

NAME: Gnaw

TRANSFORMATION: Sharkticon

ARCHETYPE: Regular guy

PERSONALITY: Gruff, voracious, short-memory, eager, hungry

HISTORY: A Sharkticon, he allies with the Decepticons after their promise to aid his race's cause on Quintessa.

SPECIAL ABILITIES: Powerful digestive system

DISTINGUISHING FEATURES: Super-strong jaws, ball-and-chain

ALLIES & ENEMIES: Ally of the Decepticons, enemy of the Quintessons

HUMAN CONNECTION: None

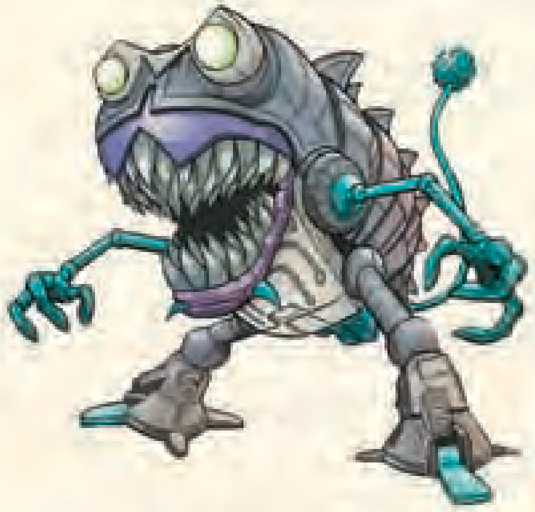
PRIMARY POLARITY: Nexian

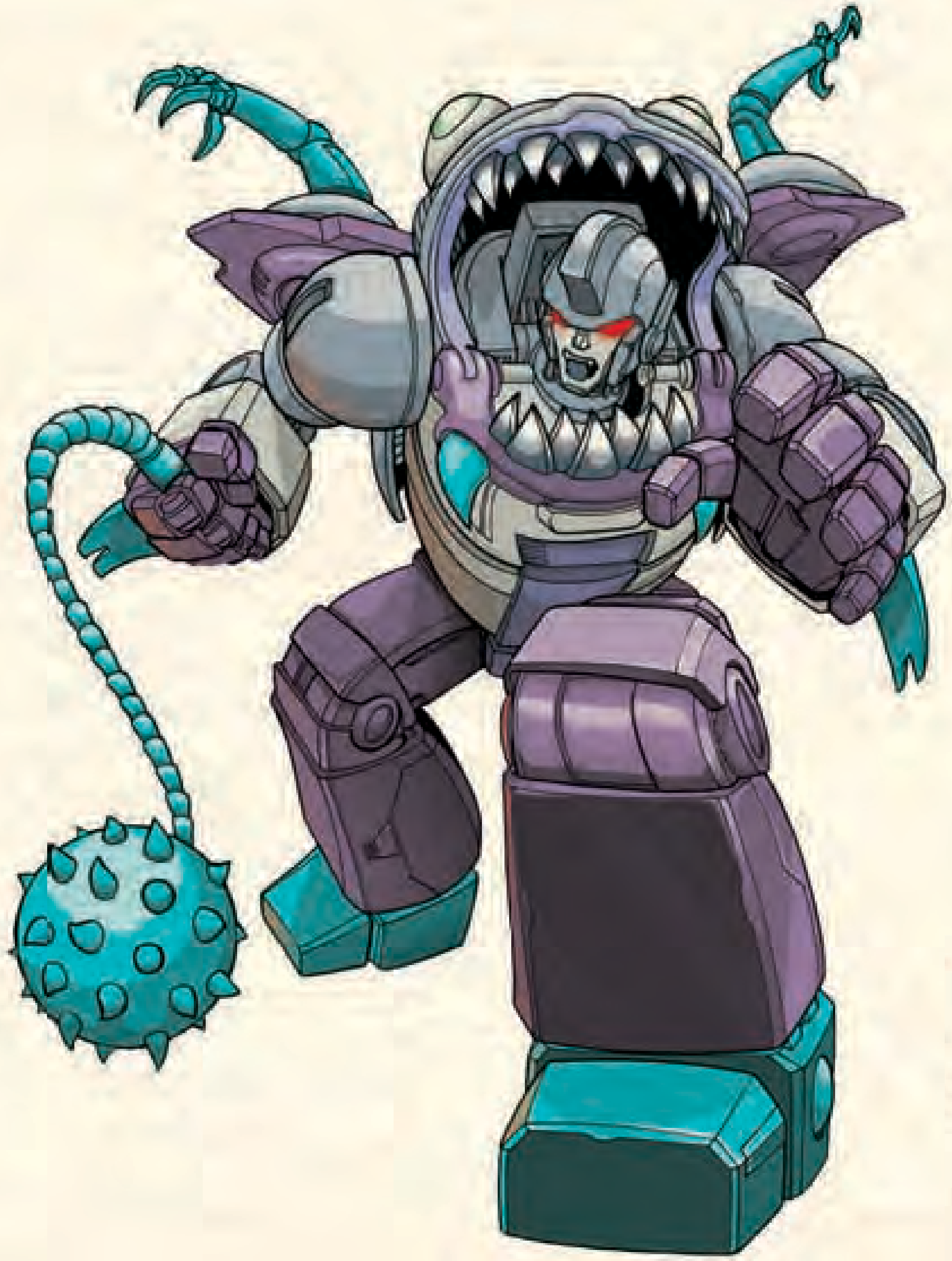
COMPLIMENTARY POLARITY: Alchemian

Gnaw, as a Sharkticon, is only motivated by his stomach. Whoever fed him last has his allegiance, be it Decepticon, Autobot, Quintesson, or human. He's rough, he's rowdy, and he's generally nasty. He does have a soft spot for the miracle of life, though he would never admit it (even if he could string more than four words together at a time).

POLARITY IMPLICATIONS

Gnaw is a simple, sincere Sharkticon, everyone knows his driving force: hunger. He is also compassionate and driven by his cause, the freedom of his species, making him more Nexian than Alchemian.





G-TIER

CHARACTER PROFILE

TRYPTICON

NAME: Trypticon

TRANSFORMER: Dinosaur, space station

ARCHETYPE: Ruler

PERSONALITY: Angry, simple, selfish, bestial, covetous

HISTORY: Trypticon was built by the Decepticons to win the war, but instead, he developed a self-awareness and sentience they had not expected. He struck out on his own...sort of. He still follows Megatron's orders, but only when it suits him.

SPECIAL ABILITIES: Hypno-beams

DISTINGUISHING FEATURES: Town-sized

ALLIES & ENEMIES: Ally of Megatron

HUMAN CONNECTION: None

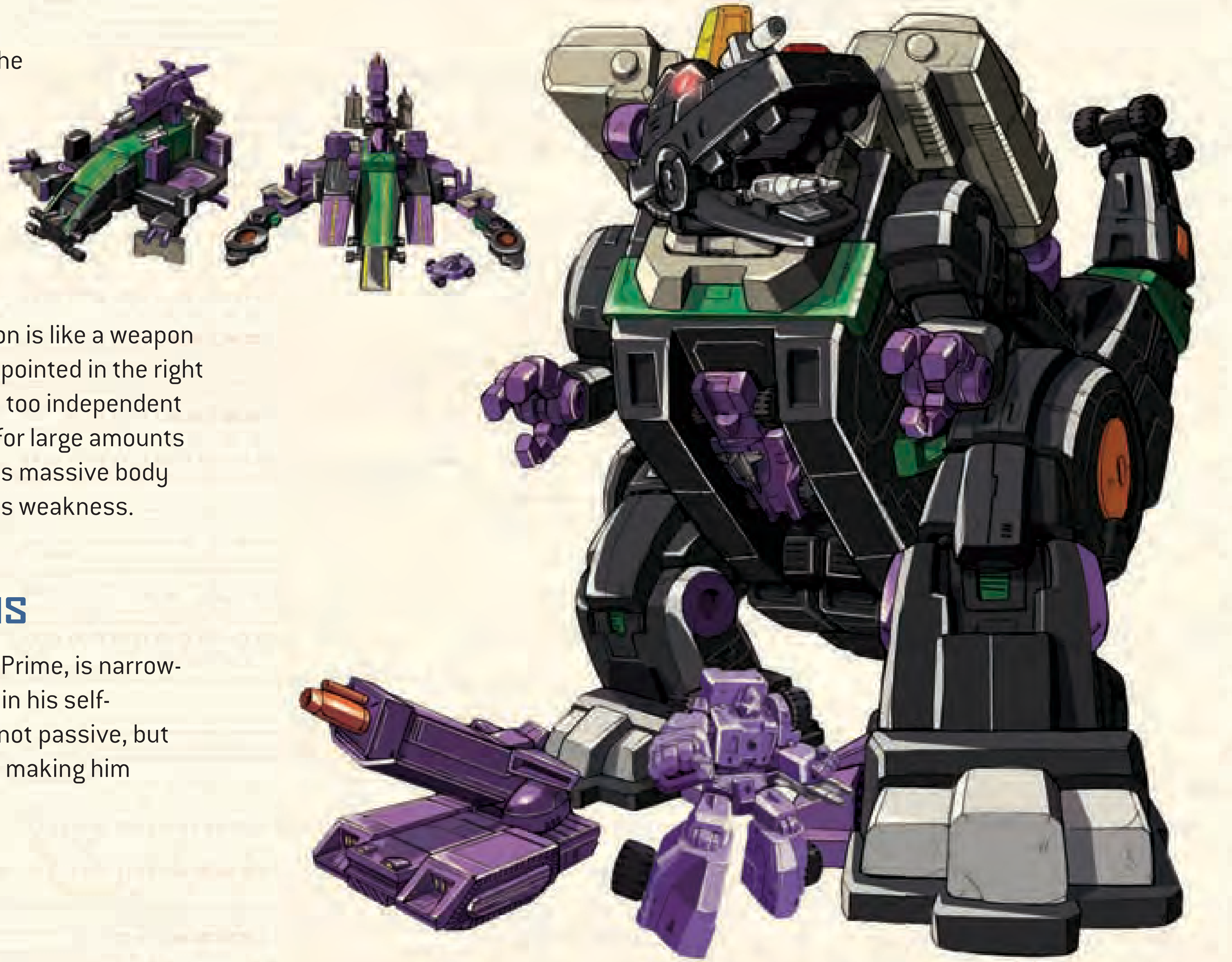
PRIMARY POLARITY: Vectorian

COMPLIMENTARY POLARITY: Quintessian

Trypticon is literally the size of a small city. He is incredibly powerful, but is also completely selfish and a very poor team player. Not the brightest of Decepticons, Trypticon is like a weapon that just needs to be pointed in the right direction. He can't be too independent because of his need for large amounts of Energon to keep his massive body operational. This is his weakness.

POLARITY IMPLICATIONS

Trypticon, like Vector Prime, is narrow-minded and resolute in his self-determination. He is not passive, but a chaotic egoist, also making him Quintessian.



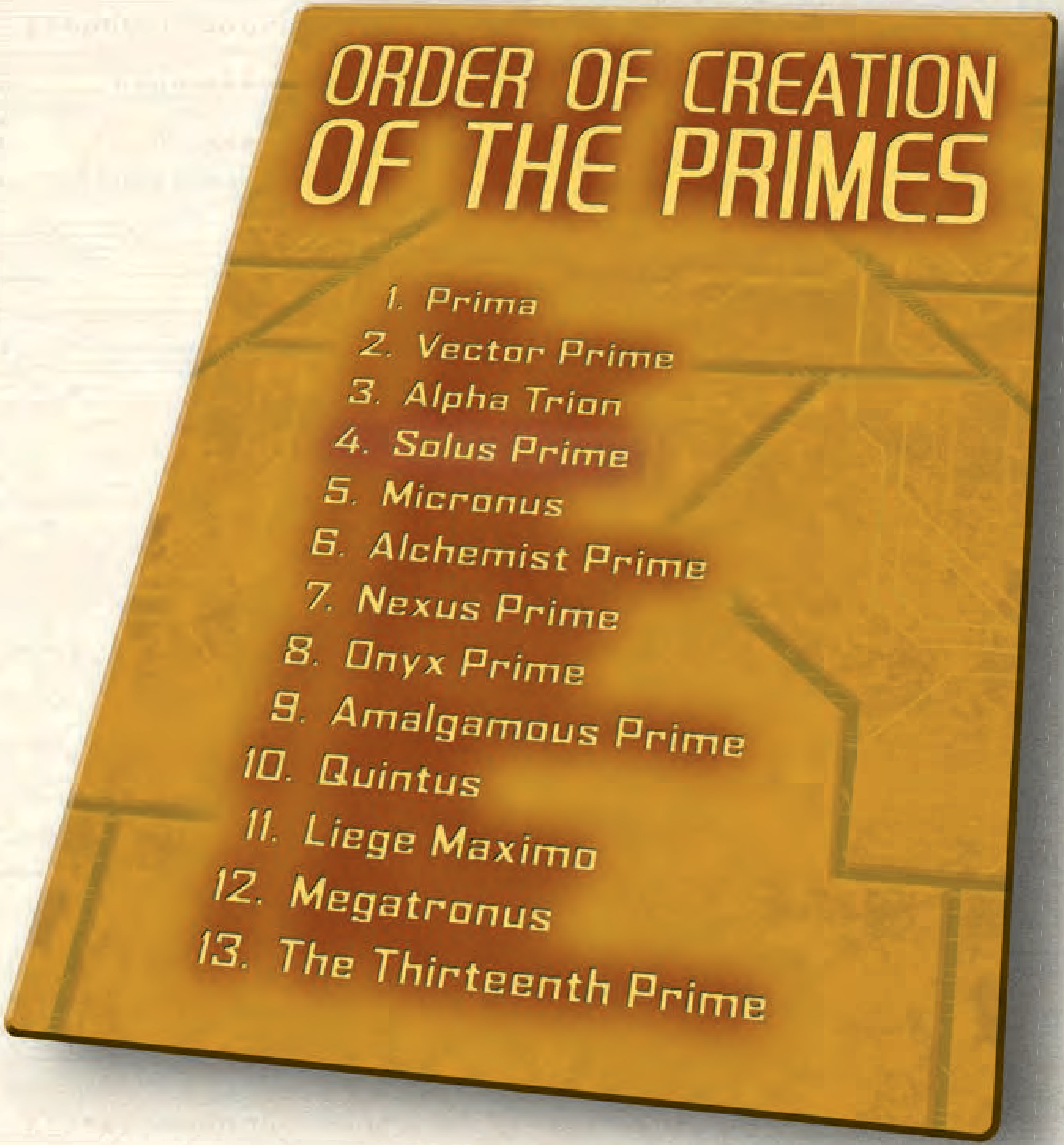
Legendary Character Profiles

THE THIRTEEN PRIMES

The Thirteen Primes were created by Primus to help control Unicron. In this, they failed. They ejected Unicron from Primus. Unicron ejected himself from Primus's form billions of years ago and is now roaming the universe. The Primes fell to fighting among themselves. Now, few survive.

Though they were as fallible as any being, the Primes utilized amazing powers to bend reality to their whim. Each had a great artifact that they used to help pacify the bit of Primus over which they controlled. A few were inventors. A few were warriors. A few were thinkers. With Primus now slumbering and the Transformers having taken control of Cybertron, the Primes go about their own business. Their drive and ambitions are their own.

The Primes were created by Primus, but as he used his life force to create their lives, Unicron subtly influenced the Primes. The first Primes created were the most pure, and those created later were progressively more corrupted. Though these beings are unquestionably powerful and devoted followers of Primus, their corruption merely influenced their personalities and increased their insecurities when not given explicit instruction by Primus.



ORDER OF CREATION OF THE PRIMES

1. Prima
2. Vector Prime
3. Alpha Trion
4. Solus Prime
5. Micronus
6. Alchemist Prime
7. Nexus Prime
8. Onyx Prime
9. Amalgamous Prime
10. Quintus
11. Liege Maximo
12. Megatronus
13. The Thirteenth Prime

LEGENDARY
CHARACTER PROFILE

ALPHA TRION

NAME: Alpha Trion

ARCHETYPE: Sage

PERSONALITY: Detached, wise, inscrutable, caring, somewhat critical, enigmatic

HISTORY: Created by Primus as the historian of his Primes, he recorded events to illuminate the word of Primus. Alpha Trion eventually aided the Transformers in their emergence into life. He now resides deep within Cybertron, awaiting the coming of the Thirteenth Prime.

SPECIAL ABILITIES: Total recall, ability to access the AllSpark

DISTINGUISHING FEATURES: Keeper of The Covenant of Primus, lead librarian at Iacon Hall of Records

ALLIES AND ENEMIES: Ally and mentor of Optimus Prime, enemy of Unicron

CONTINUITY: G1 Cartoons

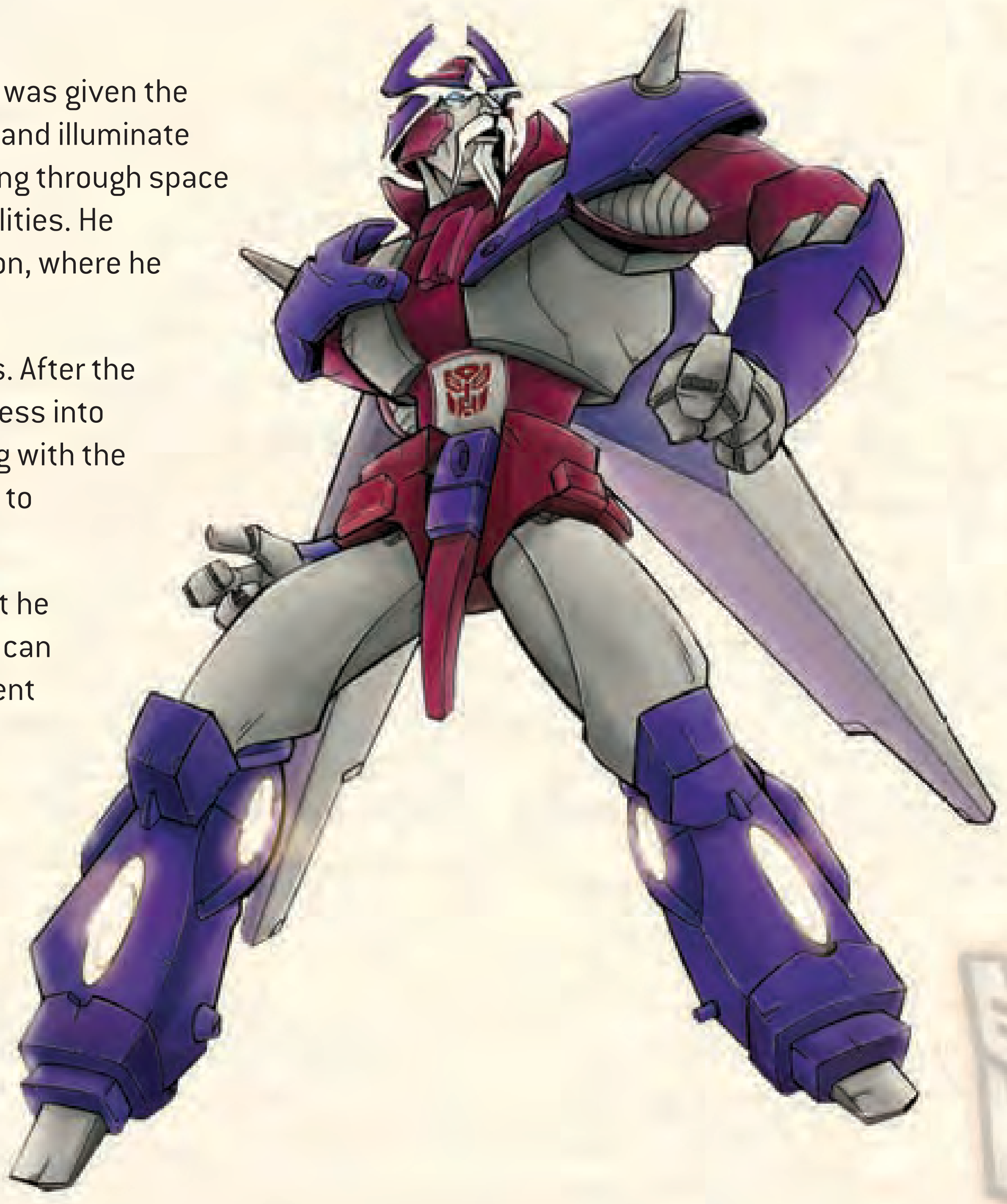
PERSONAL ARTIFACT: The Quill of Trion

Trion was created as the historian of Primus. In this capacity, he was given the AllSpark and Covenant of Primus so that he could record events and illuminate Primus, should his master ever arise. He sent the AllSpark hurtling through space when he discovered that Unicron could corrupt its life-giving abilities. He still keeps the Covenant of Primus below the surface of Cybertron, where he awaits the Thirteenth Prime to arise.

Alpha Trion was instrumental in the creation of the Transformers. After the beings had formed on Cybertron, he carefully guided their progress into sentience as his fellow Primes fought in outer space. Then, along with the remaining Primes, he went into hiding to allow the Transformers to progress on their own path of destiny without interference.

It has been hard for Alpha Trion to remain neutral in the fight, but he has done so for almost one billion years. Though a wise man, he can sometimes be somewhat baffling and hypercritical. He is a patient being. He thinks. He waits.

Alpha Trion has lived amongst the Transformers for eons as the librarian of Iacon's Hall of Records. He quietly documents the history of Transformers in the Covenant of Primus, but does not try to influence events if he can help it. The Transformers are unaware that Alpha Trion was one of the original Twelve Primes, but do respect him as a sage elder. He is often conflicted by his desire to act to influence events, but by the Modern Era, he has come to terms with the fact that trying to interfere in events causes more trouble than its worth.



LEGENDARY CHARACTER PROFILE

VECTOR PRIME

NAME: Vector Prime

ARCHETYPE: Caregiver

PERSONALITY: Stoic, dedicated, insular, adventurous

HISTORY: Primus created Vector Prime to root out paradoxes in the universe. Vector helped do this and also fought against Megatronus and Liege Maximo before travelling to the depths of space.

SPECIAL ABILITIES: Space-time manipulation, abilities of a Prime

DISTINGUISHING FEATURES: Staff

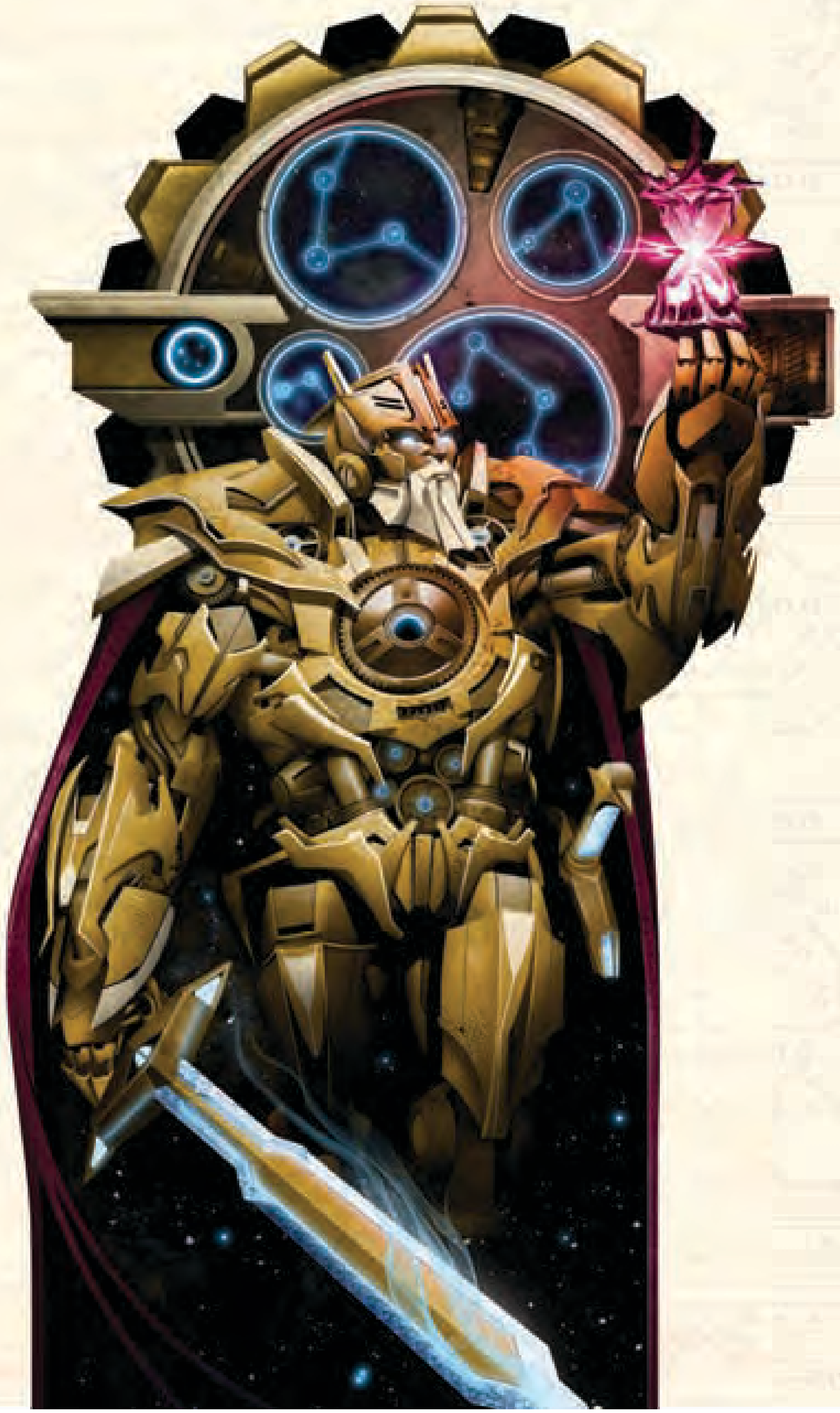
ALLIES AND ENEMIES: Enemy of Unicron

CONTINUITY: Transformers: Cybertron comic books

PERSONAL ARTIFACT: The Blades of Time

Vector Prime was Primus's warrior of Time and Space. Using his abilities to manipulate reality and prevent paradoxes, he became one of the most feared warriors in the universe. That being said, he was also incredibly narrow-minded. He felt that the only goodness in the universe was that of his master, Primus', will. By extension, that meant him, too.

Vector Prime fought in the War of the Primes, but afterwards removed himself to the Time-Space Nexus. There he monitors the Transformers and keeps tabs on the many strands of the universe, making sure that they remain balanced and in order. He is a strict guardian of the Space-Time Continuum but only intervenes in serious cases. No one doubts that he has the best interests of all at heart by protecting the fabric of the universe, even if he can be draconian in his enforcement of the rules.



LEGENDARY
CHARACTER PROFILE

PRIMA

NAME: Prima

ARCHETYPE: Hero

PERSONALITY: Committed, worried, clever, prudent, far-sighted, unselfish

HISTORY: Prima fought for Primus, his creator, as the ultimate warrior of light. He died in battle with Liege Maximo, though he is prophesied to return when times are at their darkest. Firstborn of Primus. Closest to perfect alignment with Primus.

SPECIAL ABILITIES: Abilities of a Prime

DISTINGUISHING FEATURES: The Star Saber

ALLIES AND ENEMIES: Enemy of Liege Maximo, Megatronus, and Unicron, ally of Quintus and the other Primes

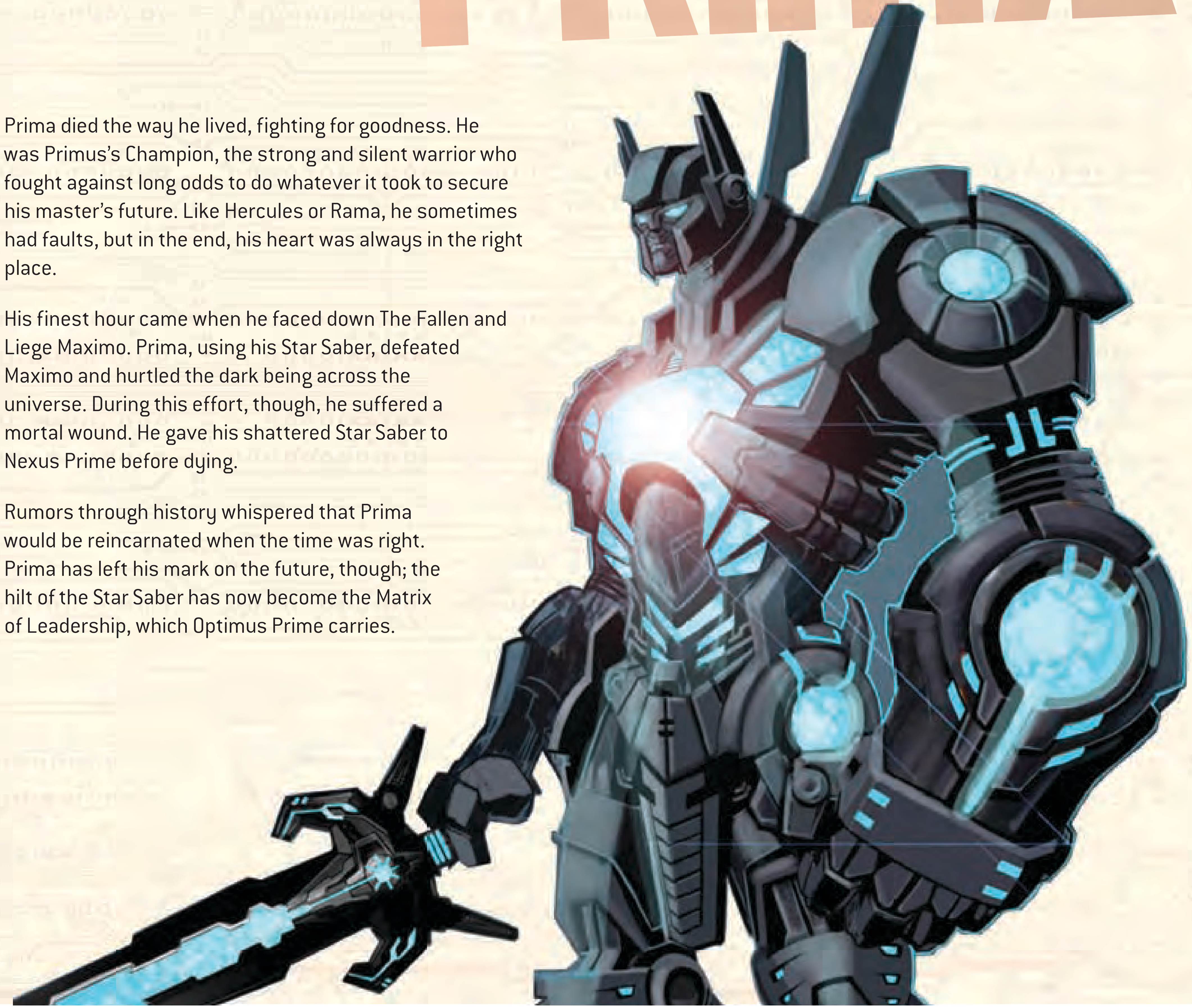
CONTINUITY: GI Comics (Marvel)

PERSONAL ARTIFACT: The Star Saber

Prima died the way he lived, fighting for goodness. He was Primus's Champion, the strong and silent warrior who fought against long odds to do whatever it took to secure his master's future. Like Hercules or Rama, he sometimes had faults, but in the end, his heart was always in the right place.

His finest hour came when he faced down The Fallen and Liege Maximo. Prima, using his Star Saber, defeated Maximo and hurtled the dark being across the universe. During this effort, though, he suffered a mortal wound. He gave his shattered Star Saber to Nexus Prime before dying.

Rumors through history whispered that Prima would be reincarnated when the time was right. Prima has left his mark on the future, though; the hilt of the Star Saber has now become the Matrix of Leadership, which Optimus Prime carries.



LEGENDARY
CHARACTER PROFILE

MEGATRONUS

NAME: Megatronus

ARCHETYPE: Ruler

PERSONALITY: Twisted, haunted, zealous, intimidating, insane, anguished

HISTORY: Megatronus once fought with Primus, but eventually fell prey to Liege Maximo's manipulations. He became trapped and burned alive within Pandoran-constructed armor before being locked on Earth. Megatron eventually freed him, but Optimus Prime defeated Megatronus once and for all with the aid of the Matrix of Leadership.

SPECIAL ABILITIES: Abilities of a Prime

DISTINGUISHING FEATURES: Blaster, burning visage, armor

ALLIES AND ENEMIES: Ally and rival of Liege Maximo, enemy of Prima and the Other Primes, ally of the Decepticons, enemy of the Autobots

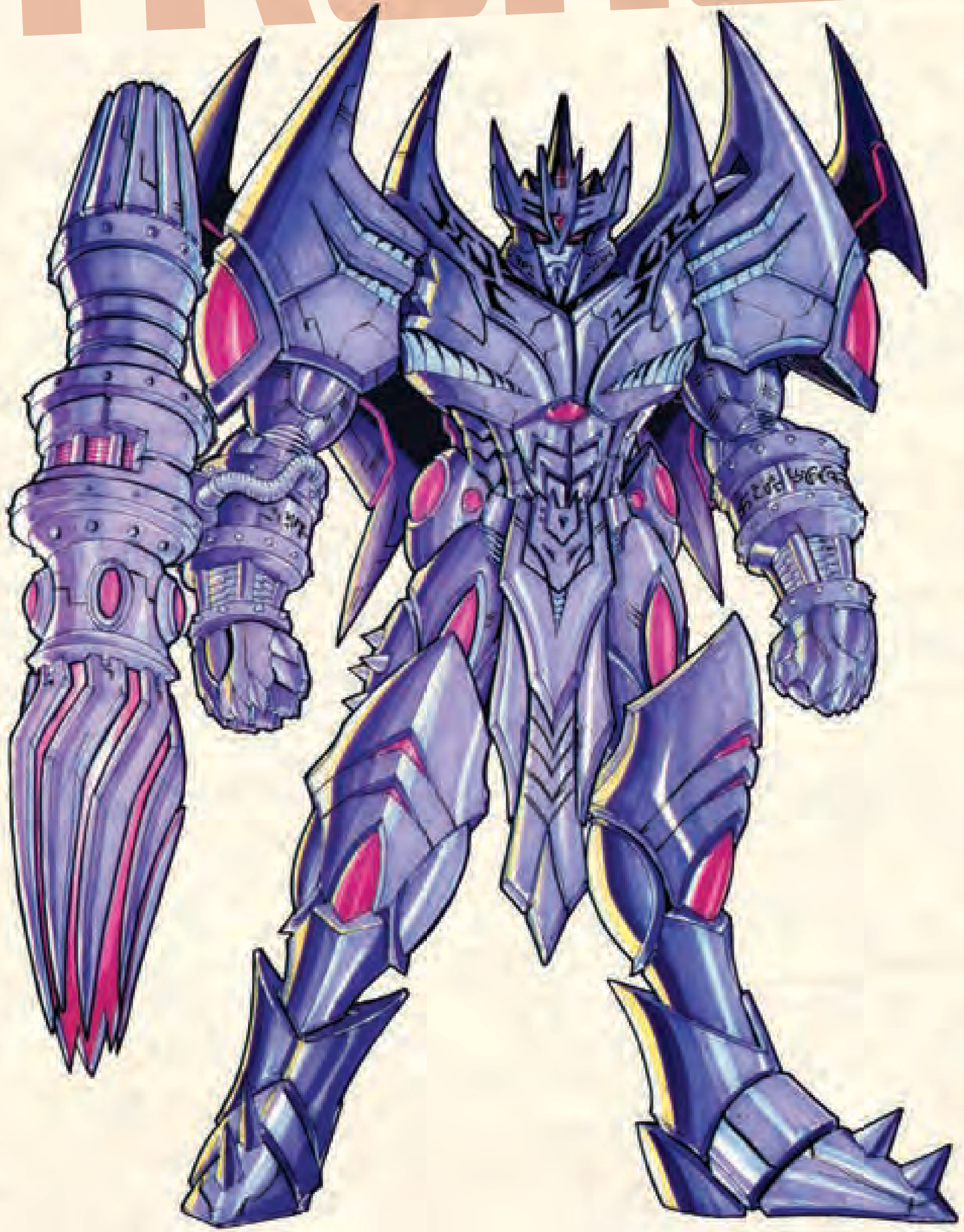
CONTINUITY: Transformers: Revenge of the Fallen (as The Fallen), GI Comics (IDW)

PERSONAL ARTIFACT: The Requiem Blaster

Unlike the burdened Prima, Megatronus was created by Primus as a dark knight. With his zeal and powers, he could do battle in ways that would have repulsed Prima. His blaster was feared throughout the universe and only Prima matched his dedication towards Primus.

His emotionally uneven soul eventually became his downfall. Liege Maximo used Megatronus's infatuation with Solus Prime to try and secure an impenetrable suit of armor. When this failed, Megatronus killed her in a fit of rage. Disgraced by his actions, Megatronus took the name "The Fallen" and fled across the Universe, pursued by his fellow Primes.

The armor nearly proved to be fatal due to Maximo's influence, burning itself onto Megatronus's skin and allowing him to all but become invincible. Micronus eventually subdued Megatronus.



LEGENDARY
CHARACTER PROFILE

LIEGE MAXIMO

NAME: Liege Maximo

ARCHETYPE: Outlaw

PERSONALITY: Manipulative, crafty, intelligent, malicious, consuming, difficult to please

HISTORY: Liege Maximo was created to use words rather than swords in battle. He soon fell to evil, from which he never returned. Prima defeated him and flung him to the depths of space. Maximo eventually returned, but became locked in the Hub.

SPECIAL ABILITIES: Abilities of a Prime

DISTINGUISHING FEATURES: Massive, bound to the Hub

ALLIES AND ENEMIES: Enemy of the Primes, Primus, and the Transformers

CONTINUITY: G2 Comics

PERSONAL ARTIFACT: The Liegian Darts

Maximo is a schemer, but not in a good way. His is the dark path of manipulation and treachery. Though Primus crafted this Prime to use words where battle failed, Maximo soon learned that with the right influence, he could affect more change than even the greatest warrior. He began his subtle rise to power without even Prima realizing what was happening. Like Loki of Norse mythology, Maximo was not to be trusted.

This eventually culminated in the Fall of the Primes. Maximo manipulated Megatronus to his cause, eventually leading to the death of Solus Prime. This caused the rest of the Primes to wage all-out war on the pair. Maximo was eventually defeated by Prima and flung to the far-end of the universe. It took many, many millions of years before Maximo could return to local space, but then he became trapped in the Hub. He sits there in hibernation to this day.

LEGENDARY CHARACTER PROFILE

SOLUS PRIME

NAME: Solus Prime

ARCHETYPE: Creator

PERSONALITY: Quiet, matronly, intelligent, sensible, positive

HISTORY: Solus Prime was loved by all of the Primes as the primary creator of the group. Megatronus killed her after Liege Maximo convinced him she had betrayed him, though her blood eventually helped form the Transformers.

SPECIAL ABILITIES: Abilities of a Prime, Smith of the Primes

DISTINGUISHING FEATURES: The Creation Lathe; a holographic projection that emits in three-dimensions around Solus Prime, serving as an intuitive sensory array informing her of the specific architectural and engineering needs to create that which a fellow Prime is requesting of her

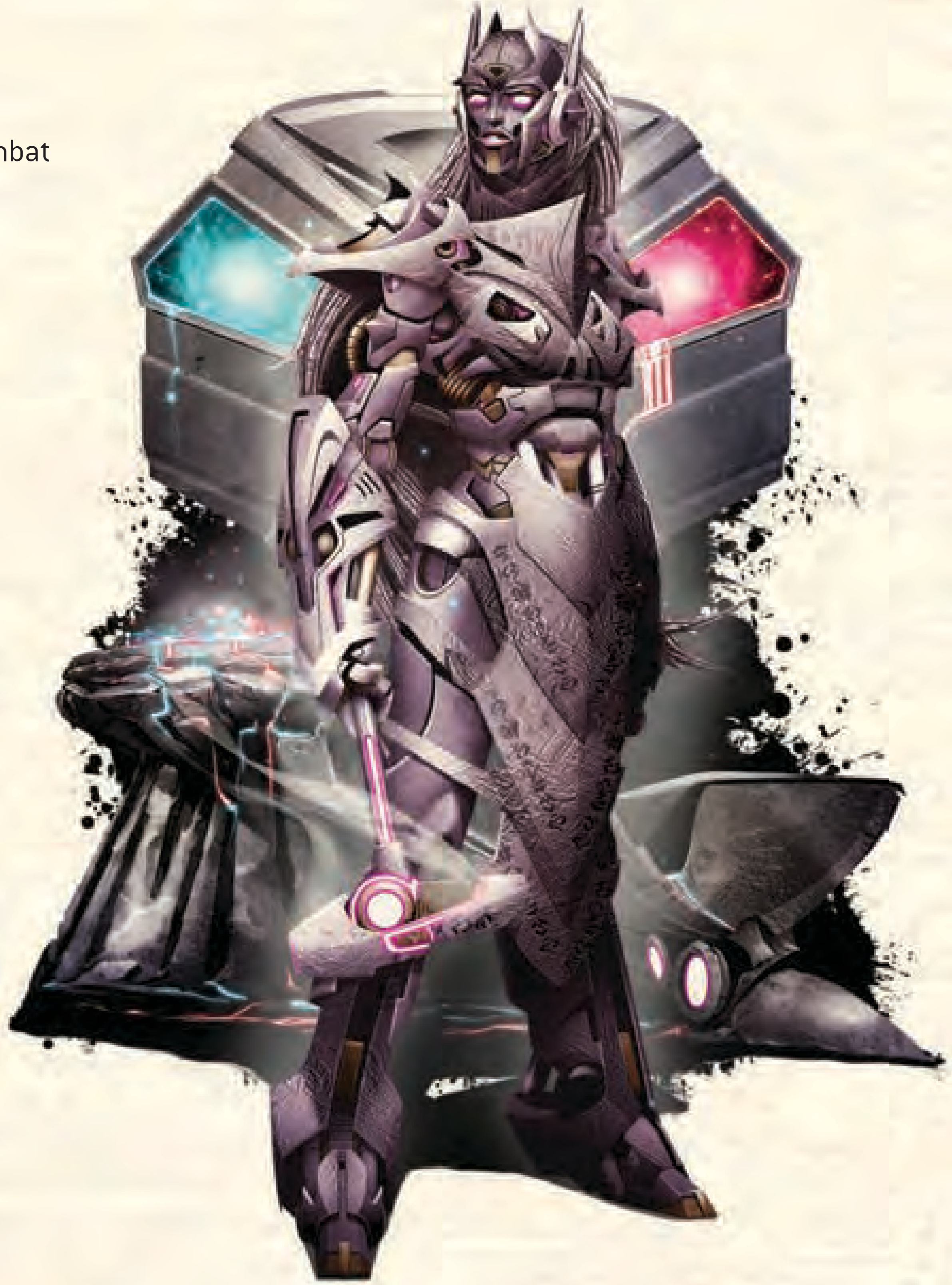
ALLIES AND ENEMIES: Reluctant enemy of Megatronus, ally of the Primes

CONTINUITY: Modern Continuity

PERSONAL ARTIFACT: The Forge

Solus Prime was the creator of the Primes. She crafted the artifacts that her fellows used to combat Unicron. Unfortunately, her kind nature left her open to the advances (and machinations) of Liege Maximo and Megatronus. When these two demanded an impregnable suit of armor, Prime refused. In a fit of rage, Megatronus killed her, sparking the Fall of the Primes.

Most of the Primes took to the cosmos to continue their fight, but Alpha Trion and a few others witnessed an astonishing occurrence upon Prime's death. Her blood mixed with her forge and formed new life. These beings, carefully guided by the hands of the remaining Primes, eventually became the Transformers. Prime's final creation, then, was perhaps her finest.



LEGENDARY
CHARACTER PROFILE

NEXUS PRIME

NAME: Nexus Prime

ARCHETYPE: Magician

PERSONALITY: Wild, frenzied, emotional, unburdened by worries or consequences, loyal

HISTORY: This chaotic Prime was created to bring change to the otherwise orderly Primes. He joined the other Primes in their pursuit of Primus across the galaxy. His current whereabouts are unknown.

SPECIAL ABILITIES: Combiner

DISTINGUISHING FEATURES: Ever-changing visage

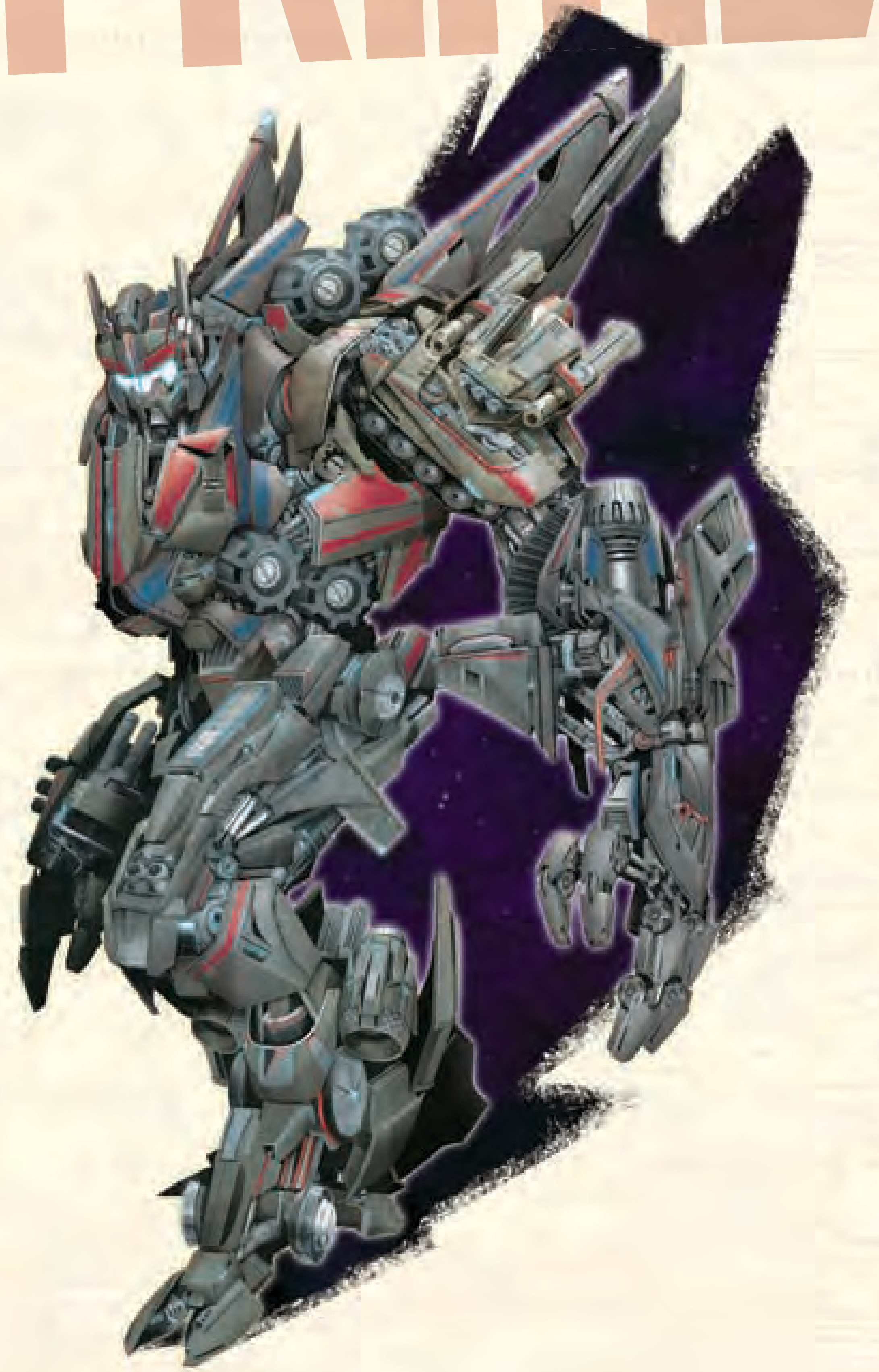
ALLIES AND ENEMIES: Enemy of Liege Maximo, friend/ enemy of Megatronus

CONTINUITY: Modern Continuity

PERSONAL ARTIFACT: The Enigma of Combination

Maximus holds many titles. He was the first combiner, and a loyal warrior. His chaotic nature made him unpredictable at times, but his passionate outbursts always revealed his true side: that of loyalty to Primus. His descendants eventually became some of the greatest combiners of the Transformers.

After the defeat of Liege Maximo, Nexus Prime hid the five pieces of Prima's broken Star Saber, separating himself into five components each traveling to a different far flung location in the universe. Each component holds a clue to the location of the others. Those who even know of his existence assume that he has died.



LEGENDARY CHARACTER PROFILE

MICRONUS

NAME: Micronus

ARCHETYPE: Innocent

PERSONALITY: Quiet dignity, intellectual, gifted, sensible, cautious

HISTORY: Micronus was born as the Primes' quiet conscience. When Megatronus killed Prime, Micronus took it upon himself to hunt down and defeat the treacherous Prime. He then disappeared and has not been seen since.

SPECIAL ABILITIES: Super-Charged, can Powerlink with another Prime

DISTINGUISHING FEATURES: Small Size

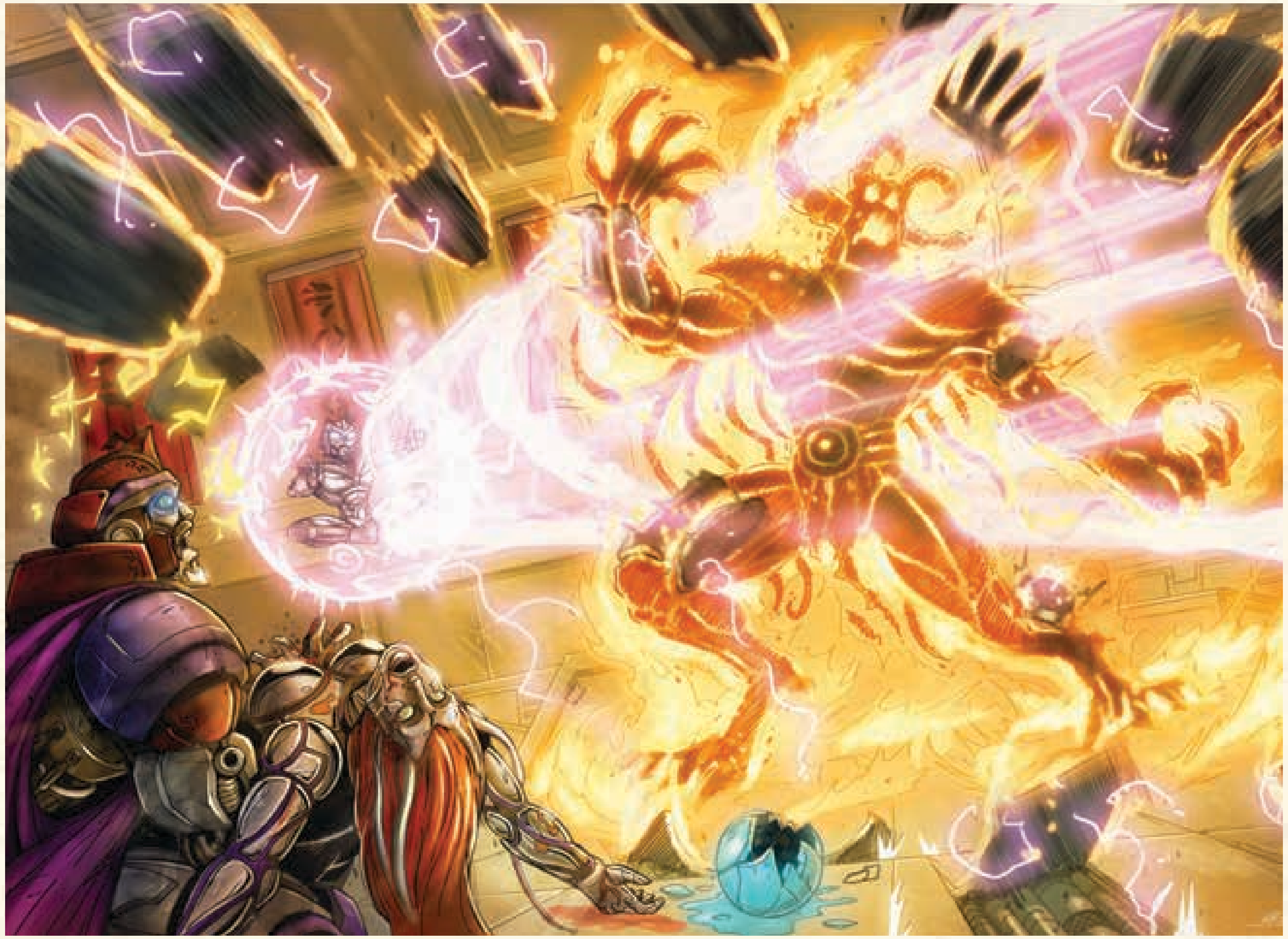
ALLIES AND ENEMIES: Friend of Solus Prime, enemy of Liege Maximo and Megatronus

CONTINUITY: Modern Continuity

PERSONAL ARTIFACT: The Chimera Stone

Micronus is the father of all Mini-cons, but don't let his small size fool you. Like Gandhi and other minuscule heroes throughout history, Micronus's power lay in his mind. He was the guru of the Primes, willing to give advice whenever any wanted it. When he talked, all listened.

That is not to say that he could not fight. It was Micronus, after all, who tracked and trapped Megatronus on Earth. Thanks to his ability to powerlink, he could aid any of his fellow Primes by super-charging their powers. But having rescued the universe from Liege Maximo's plots, Micronus left. Few have seen him since. He is believed to be dead.



LEGENDARY
CHARACTER PROFILE

QUINTUS

NAME: Quintus

ARCHETYPE: Innocent

PERSONALITY: Perfectionist, idealist, uncompromising, enthusiastic, expressive, sensitive

HISTORY: Quintus was the first Prime to leave Cybertron, never returning. He seeded life throughout the galaxy before returning home. The Fall of the Primes had just concluded.

SPECIAL ABILITIES: Vast mind, abilities of a Prime

DISTINGUISHING FEATURES: Bag of Life

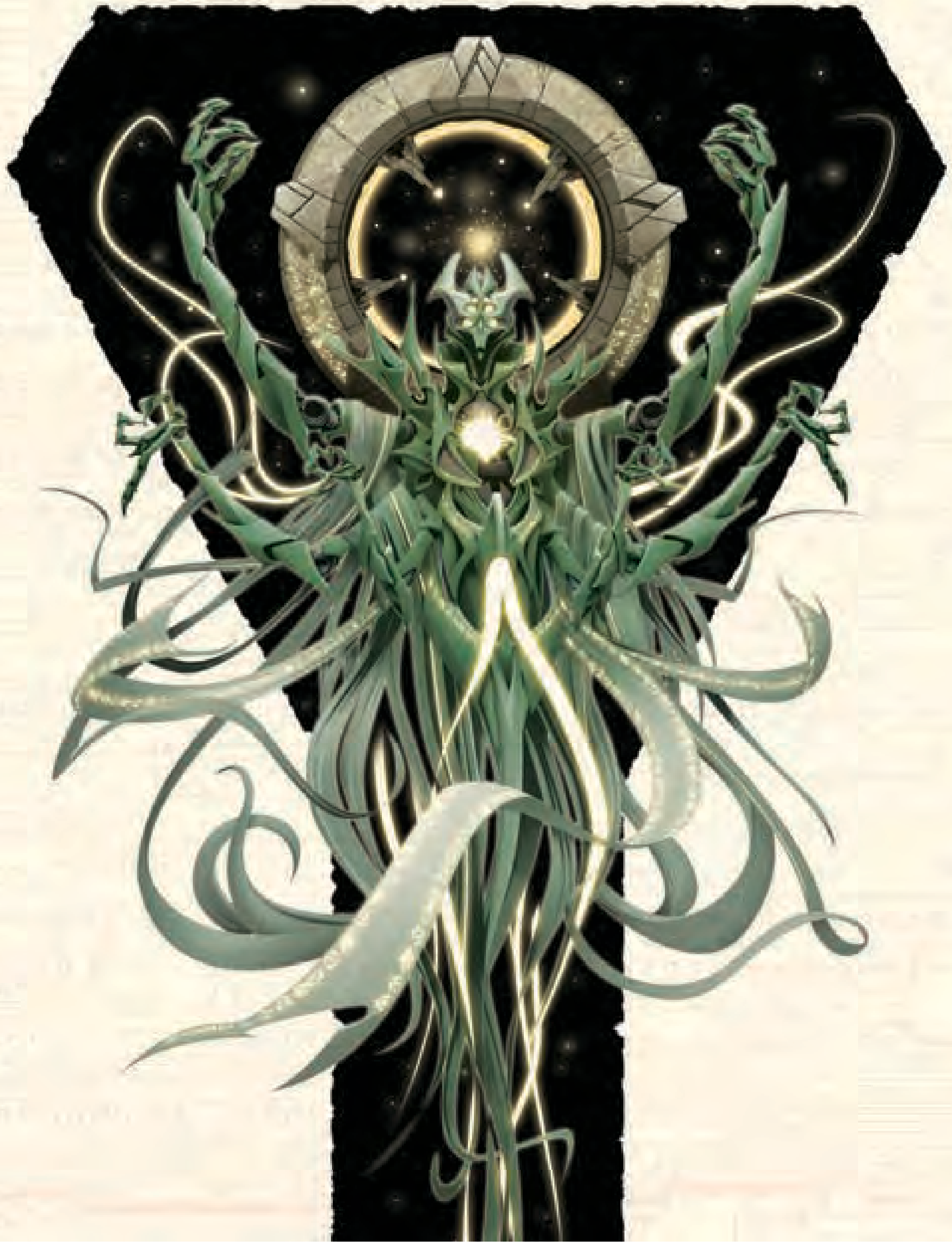
ALLIES AND ENEMIES: Ally of Alpha Trion, friend of Prima

CONTINUITY: Modern Continuity

PERSONAL ARTIFACT: The Spark of Quintus

After Unicron's ejection, Quintus left Cybertron to found his own race of beings.

He left to spread life to all parts of the universe—but got corrupted the further he traveled away from Primus and his influence. He became arrogant and self-important the more life he spread and his attitude influenced many races on countless worlds. Desperate to prove that life was worth creating, he imbued them with his life force and mind, but these beings—the Quintessons—proved to be crueler than anything Quintus could have feared. Despondent over his failure, Quintus spread out across the galaxy, seeding creation with his Bag of Life.



LEGENDARY
CHARACTER PROFILE

ONYX PRIME

(Feral Prime)

NAME: Onyx Prime

ARCHETYPE: Lover

PERSONALITY: Noble, loyal, zealous, arrogant, attached to friends, animalistic, courageous

HISTORY: Onyx Prime was a chaotic but loyal servant of Primus. He fought in the War of the Primes, but disappeared into the mists of time during that period. It is believed he is still alive within Cybertron guarding an unnamed treasure.

SPECIAL ABILITIES: Different Powers Depending on Current Transformation

DISTINGUISHING FEATURES: Animalistic Transformer

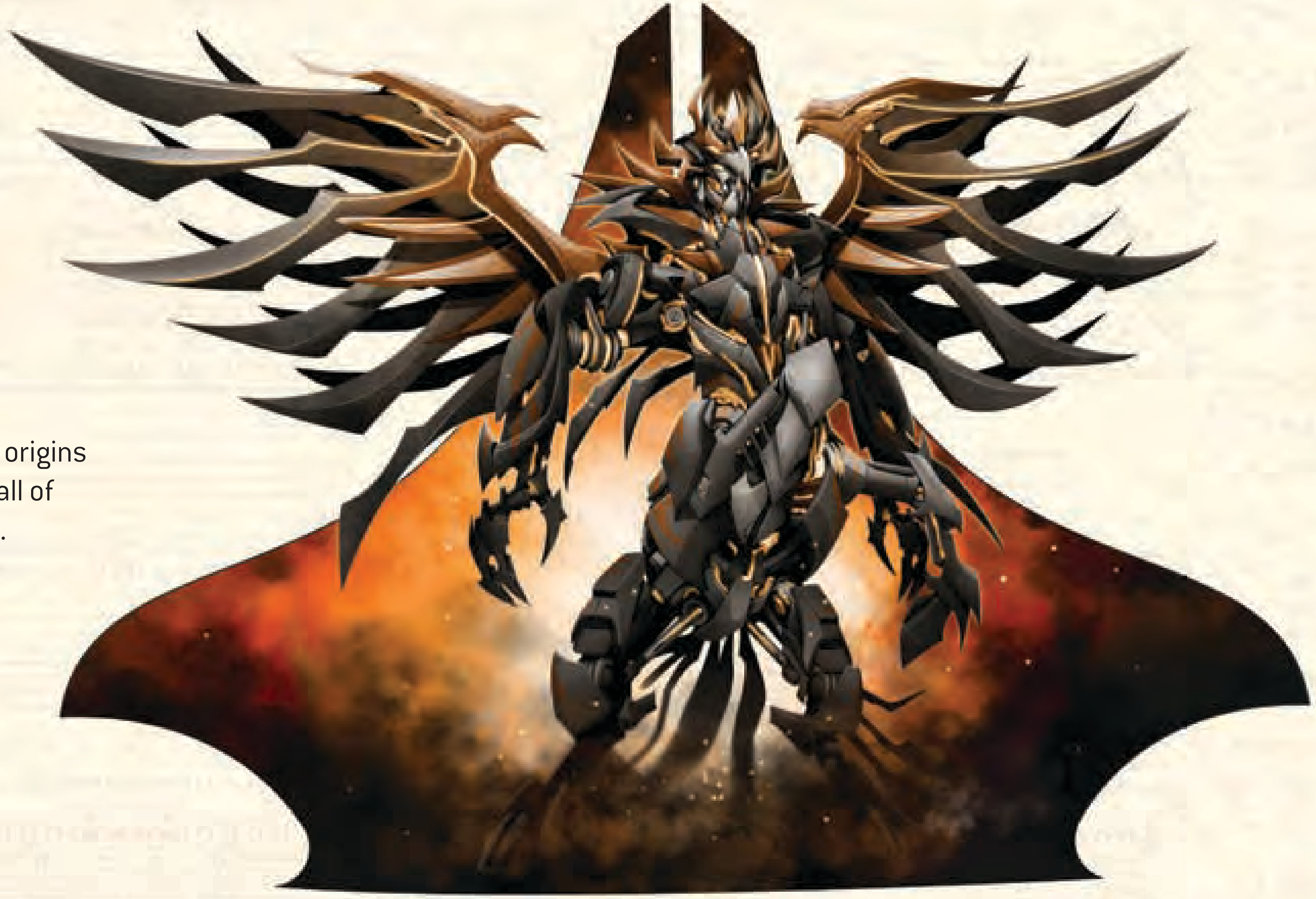
ALLIES AND ENEMIES: Friend of all Primes

CONTINUITY: Modern Continuity

PERSONAL ARTIFACT: The Tryptic Mask

Think of Onyx Prime as a totem pole. Each face has a unique power taken from the animal it represents. That is Onyx Prime, the "beast" of the Primes. Billions of years after his creation, his ancestors will take part in the Beast Wars. But during the early part of his life, Onyx Prime was simply the Prime most in-tune with nature.

Onyx was very attached to his origins and friends, which made the Fall of the Primes the hardest on him. Records do not state much about his actions during this period. He disappeared into the depths of Cybertron and is believed to be alive, guarding a deeply important artifact.



LEGENDARY
CHARACTER PROFILE

AMALGAMOUS PRIME

NAME: Amalgamous Prime

ARCHETYPE: Jester

PERSONALITY: Mirthful, buddha-like, pushes boundaries, soulful

HISTORY: Born of Primus's soul, Amalgamous Prime brought joy to Cybertron, as well as a finicky eye for details. He aided Alpha Trion in helping establish Transformer society before disappearing into the cosmos.

SPECIAL ABILITIES: Abilities of a Prime

DISTINGUISHING FEATURES: Scythe, constantly transforming

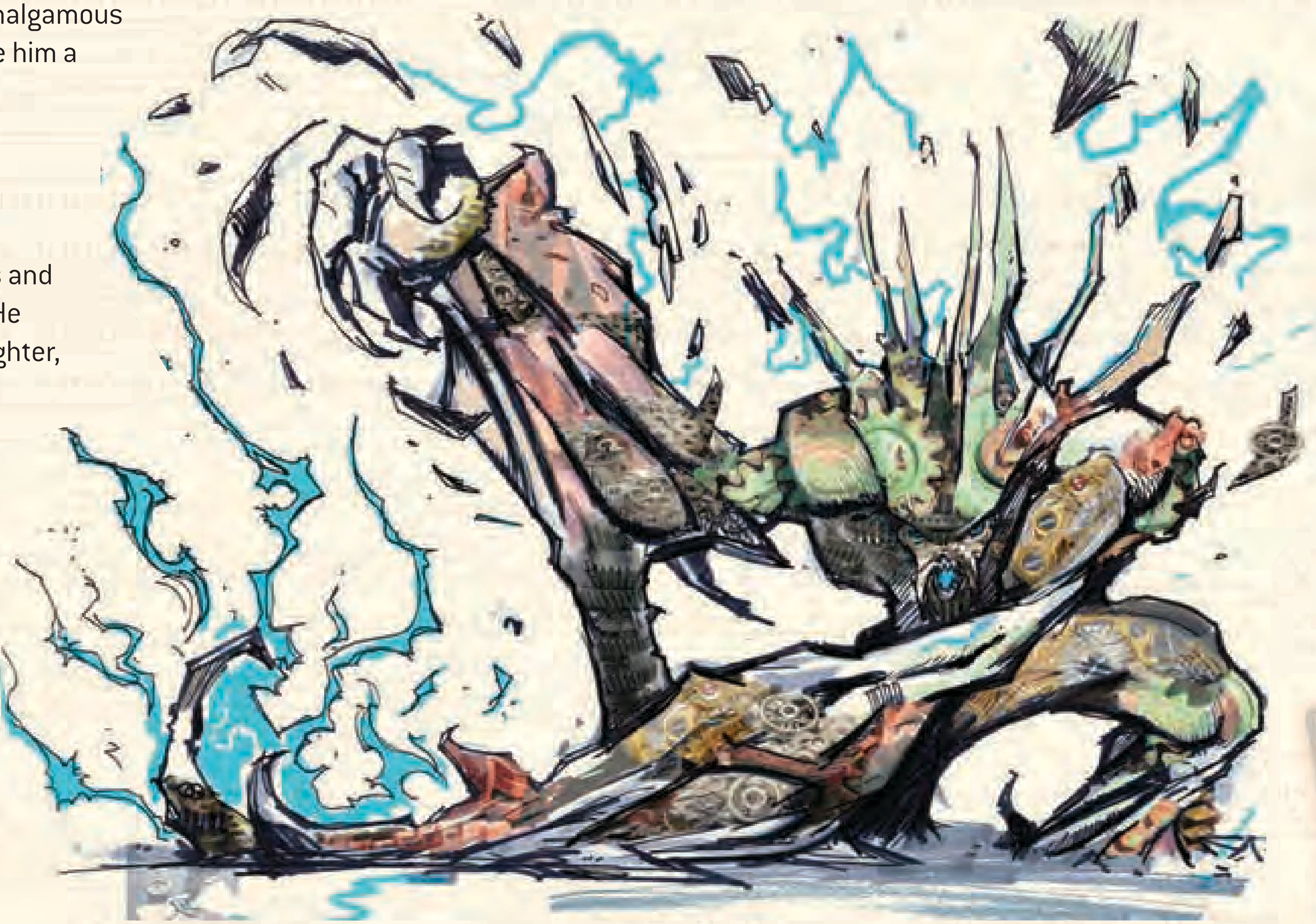
ALLIES AND ENEMIES: Ally of Alpha Trion

CONTINUITY: Modern Continuity

PERSONAL ARTIFACT: The Transformation Cog

This Prime was the merry prankster of the Primes. His jokes weren't always well received, however. Amalgamous Prime's charisma did make him a valued friend.

His body was always transforming; even when standing still, pieces were folding in onto themselves and shifting all over his body. He was not the most gifted fighter, nor the greatest mind, but Amalgamous Prime's "humanity" shone through even in the darkest times. He eventually aided Alpha Trion in giving the newborn Transformers the character that would eventually make them more than the sum of their metallic parts.



LEGENDARY
CHARACTER PROFILE

ALCHEMIST PRIME

NAME: Alchemist Prime

ARCHETYPE: Magician

PERSONALITY: Skeptical, far-seeing, wise, pessimistic, resilient

HISTORY: This Prime helped Alpha Trion maintain Cybertron in the absence of his fellows during the Fall of the Primes. He eventually left when it became apparent that the Transformers held dominion over the planet. What happened to him is unknown.

SPECIAL ABILITIES: Abilities of a Prime, Elemental

DISTINGUISHING FEATURES: Lenses

ALLIES AND ENEMIES: Ally of Alpha Trion

CONTINUITY: Modern Continuity

PERSONAL ARTIFACT: The Lenseers

After Alpha Trion, Alchemist Prime was perhaps the wisest of the Primes. Alchemist was unlike his brother in that his natural kindness never allowed him to be too contemptuous about others' knowledge.

He was an elemental being who understood the ways of the universe. Though aloof, his natural empathy for the simplicity of the world made him a fighter for good.

LEGENDARY
CHARACTER PROFILE

the THIRTEENTH PRIME

NAME: Unknown

ARCHETYPE: Hero

PERSONALITY: Prophesized, Warrior-King, hidden.

HISTORY: Nothing is known of this Prime, except it is whispered that he (or she) would be revealed when times are at their darkest.

SPECIAL ABILITIES: Unified Powers of the Primes

DISTINGUISHING FEATURES: Massive size, blindingly bright

ALLIES AND ENEMIES: Ally of the Transformers, enemy of Unicron

CONTINUITY: G1 Cartoon

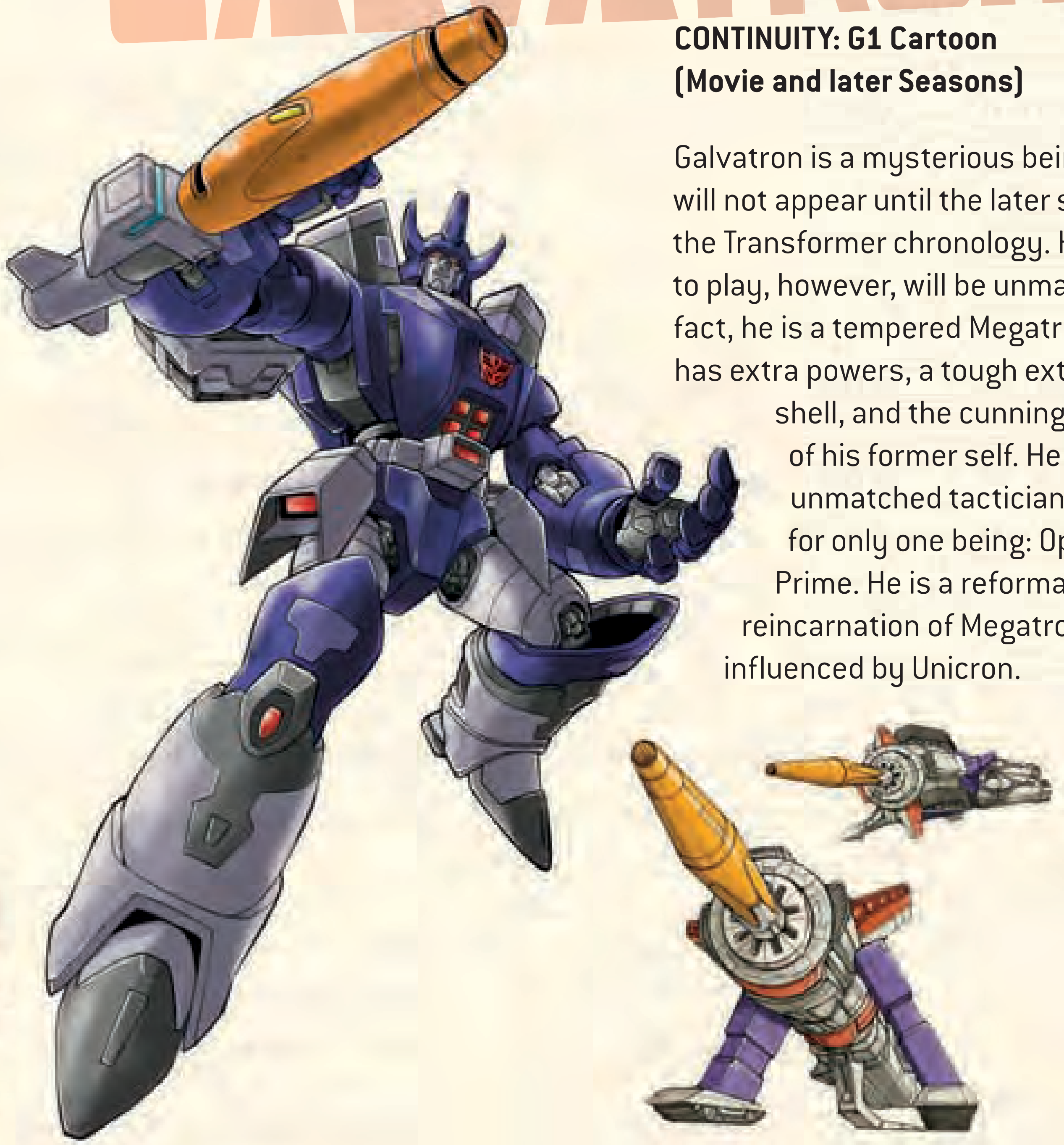
All Cybertronian society is based around a single maxim: "'Til All Are One." It has been passed down from generation to generation as far back as Transformer records go. Its meaning, however, means different things to different people. Does it mean, "Until all are united in peace?" Or "Until Primus and Unicron merge?" "Until the Transformers, human beings, and all other sentient beings join together in brotherhood?"

There is no single answer. However, there is an ancient belief that when the Thirteenth Prime reveals himself to the universe, they will all unite under this leadership. If he—or she—fails, then all will be consumed by darkness. If successful, though, a new Golden Age will reign across the universe. Only then will the "true" meaning of the concept—and thus, Transformer society—be revealed.

One day it will be revealed that Optimus Prime is the chosen one, the Thirteenth Prime. It is possible his essence was created first and put in storage until the time for his physical incarnation was right.

LEGENDARY
CHARACTER PROFILE

GALVATRON



CONTINUITY: G1 Cartoon (Movie and later Seasons)

Galvatron is a mysterious being that will not appear until the later stages of the Transformer chronology. His part to play, however, will be unmatched. In fact, he is a tempered Megatron. He has extra powers, a tough external shell, and the cunning mind of his former self. He is an unmatched tactician, save for only one being: Optimus Prime. He is a reformatted, reincarnation of Megatron, influenced by Unicron.

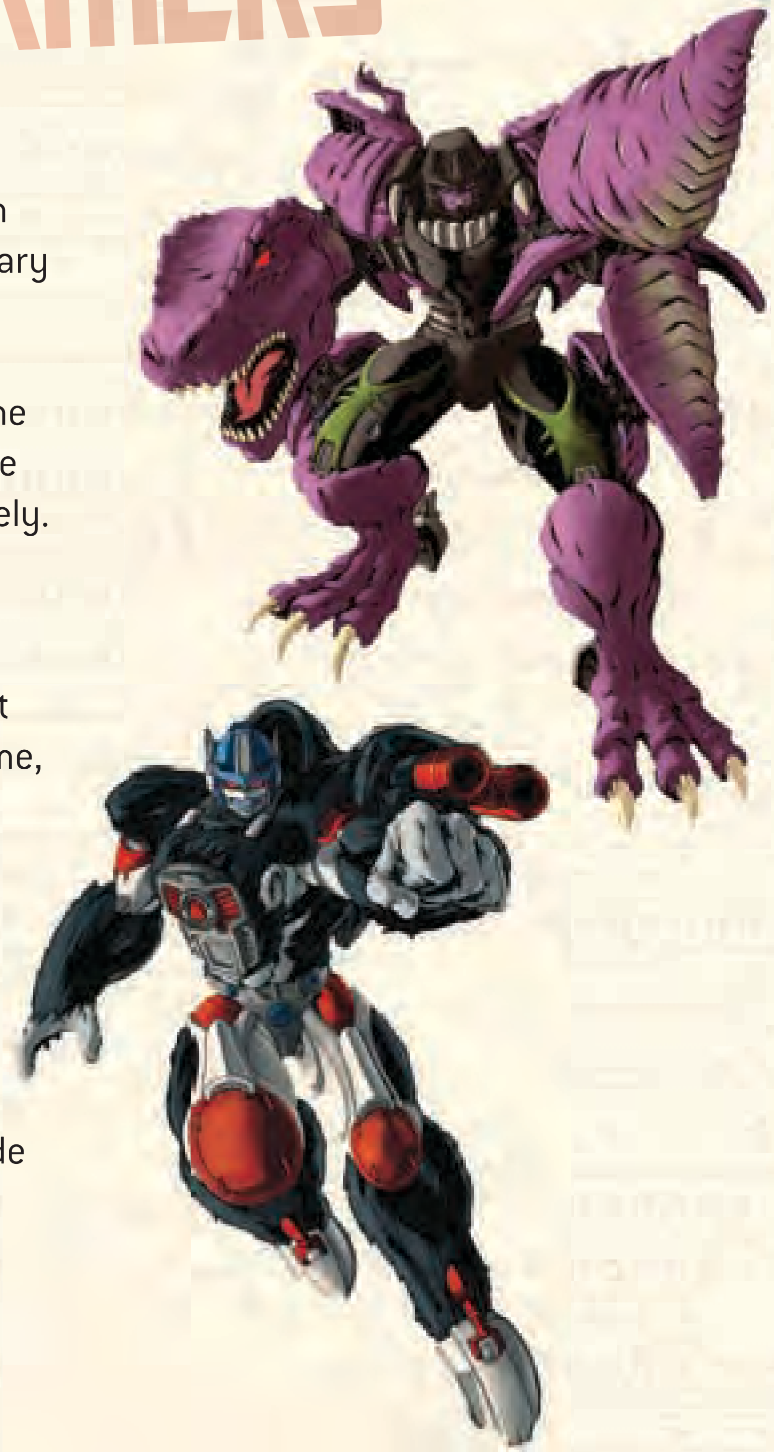
ULTIMATE TRANSFORMERS

CONTINUITY: Modern Era

Like Hercules, these beings are said to be less than Primes but more than mere Transformers. Their extraordinary powers make them among the strongest beings of the universe. Simply calling them the fastest (or the strongest or wisest) doesn't describe them. They are something else entirely.

Descendents of the Autobots and Decepticons of Cybertron, they take on the forms of some of Earth's most formidable creatures from across time, and are reminiscent of the Maximals and Predacons from *Beast Wars*.

Though none has existed on Cybertron for the last billion years, it is prophesied that these Ultimate Transformers will return during the universe's darkest hour. Alongside the Thirteenth Prime, they will save existence from destruction.



LEGENDARY
CHARACTER PROFILE

UNICRON

NAME: Unicron

TRANSFORMATION: Planetoid

ARCHETYPE: Ruler

PERSONALITY: Unfathomable, Merciless, Patient, Unyielding

HISTORY: Unicron entered the Universe at the beginning of time and has since waged an endless war against his rival, Primus.

SPECIAL ABILITIES: Reconfiguration of Transformers, minor telepathy

DISTINGUISHING FEATURES: Massive Size, immortality

ALLIES & ENEMIES: Galvatron (Ally)

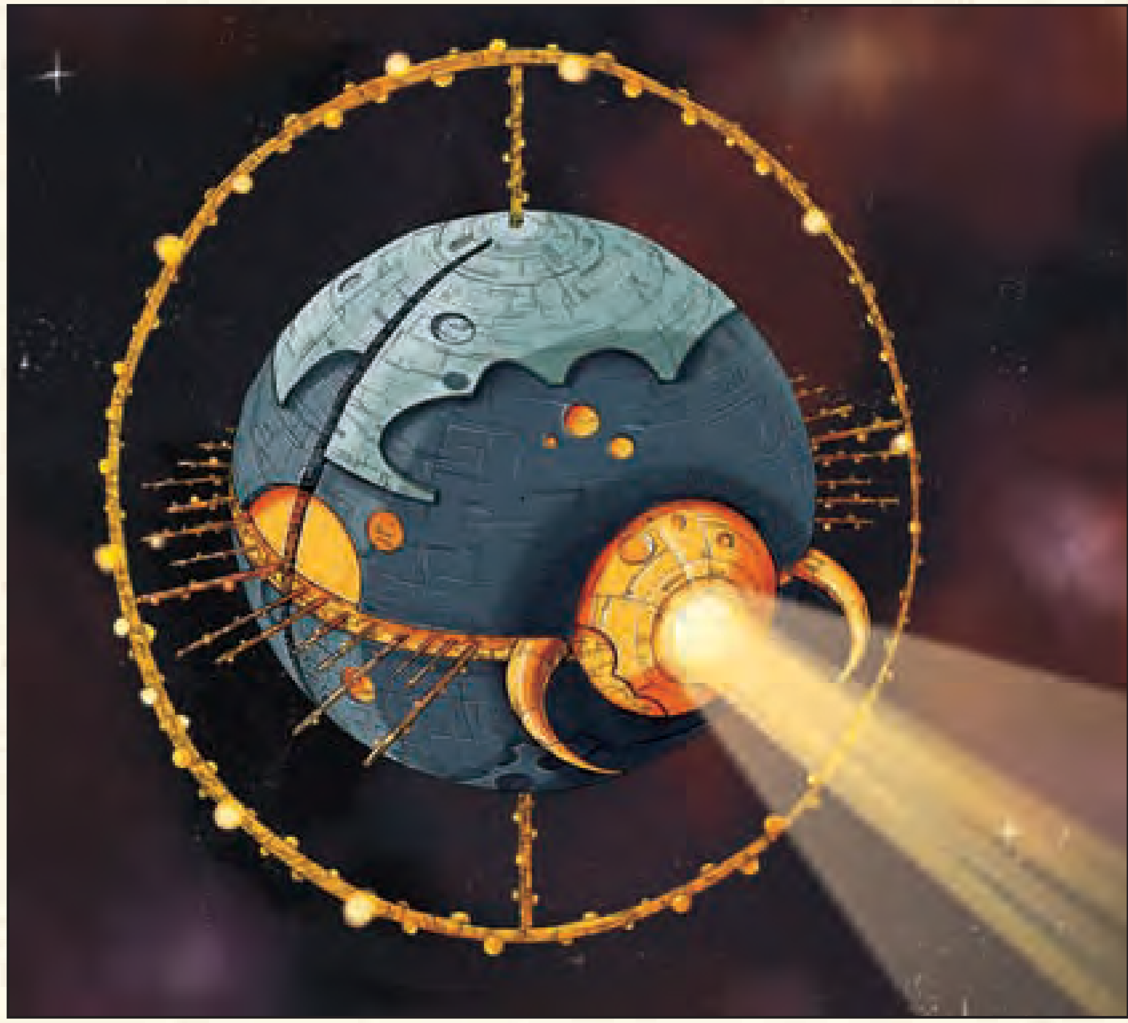
HUMAN CONNECTION: None

PRIMARY POLARITY: N/A (see Polarity Implications below)

COMPLIMENTARY POLARITY: N/A

The ancient enemy of Primus is a planet-sized embodiment of chaos, change, and destruction. Witnessing him is like witnessing a nearly overwhelming celestial being, but to communicate with him is to know true horror. One can drown in the depths and darkness of his evil, which wouldn't even please Unicron. Mortal things are beneath his attention. His intellect is beyond comprehension. His plans take eons to unfold. His hunger is insatiable. As he would tell you himself if he deemed you worthy enough to converse with, concepts such as reason, logic, and morality have no meaning to him. Unicron exists simply to corrupt.

This is what ultimately separates Unicron and his rival, for while Primus can create life, Unicron can only modify it through Dark Energon. The two demiurges have been at war with each other for billions of years, yet Unicron has been unable to change this aspect of himself. Influencing the impressionable or power-hungry, Unicron reshapes Transformers into his minions. These form armies that do his bidding at a galactic level, allowing Unicron to literally devour conquered planets to indulge his ravenous appetite. Unicron cannot accomplish this on his own. He is powerful, but not omnipotent or omniscient. If there is one thing that he truly hates (besides Primus), it is that he requires life in order to destroy it.

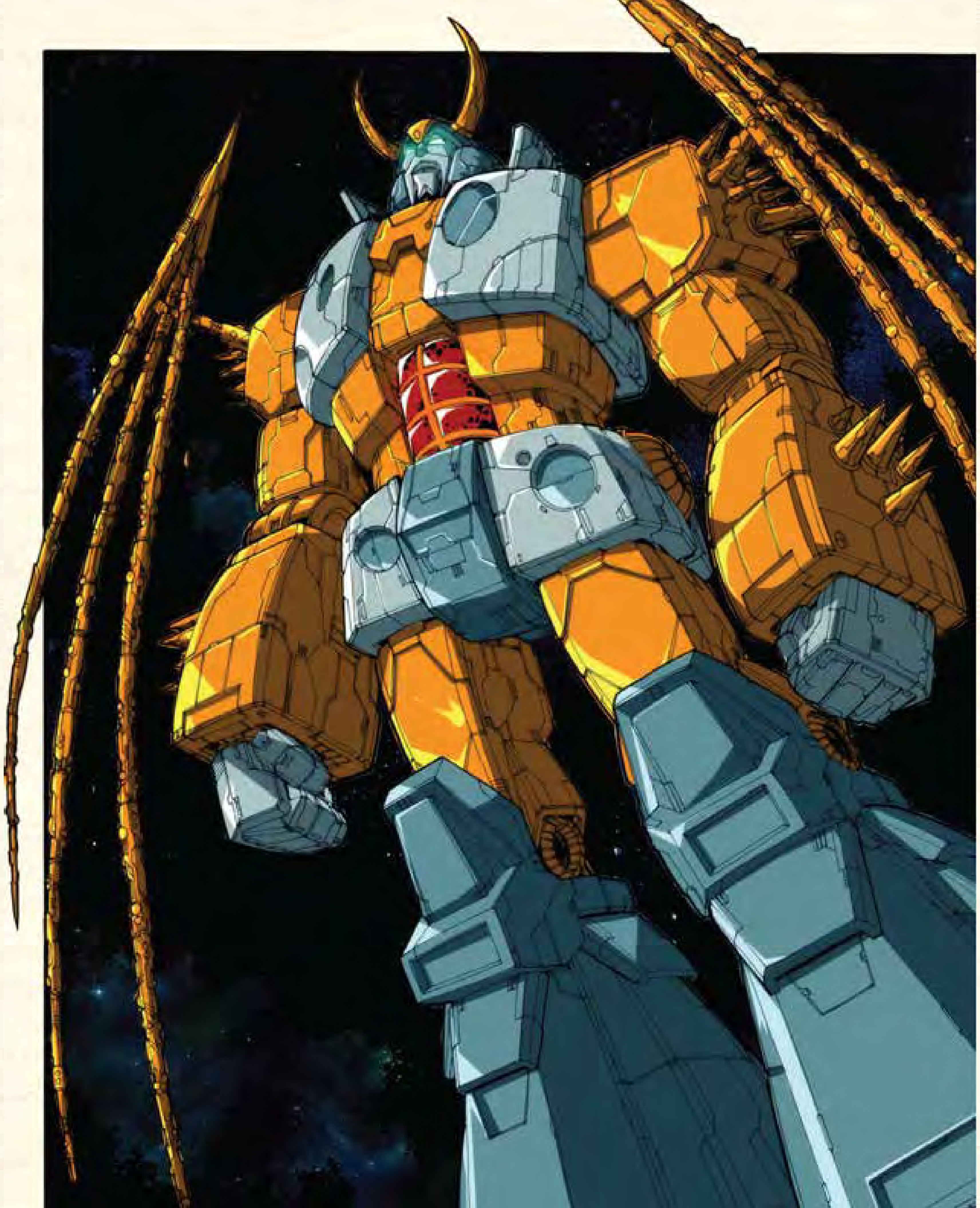


LEGENDARY
CHARACTER PROFILE

Despite his arrogant insistence to the contrary, Unicron can be defeated and has even "died" at least once in his existence, though terms such as "death" are largely irrelevant to such beings. Unicron has taken a number of forms through the millennia including that of a massive humanoid, though he is most well known for taking the shape of a planet like Primus. His essence is infinitely refracted across the universe and reconstructs itself upon obliteration. He slowly gains mass until his body has self-organized back into a semblance of its former shape. This process can take millions of years to complete, but when it is finished, Unicron once again travels the galaxy on his never-ending quest to destroy Primus, the universe, and reality itself.

POLARITY IMPLICATIONS

Unicron's motivations are beyond those of polarity. He is a god-like figure who influences others, the incarnation of entropy and annihilation in the Transformers Universe. It is said that one day in the distant future, Primus and Unicron will meet in a final confrontation that will signal the end of time.



Auxiliary Transformer Profiles

COMBINERS

Some Transformers can combine with others to form a different persona altogether. This is principally achieved for the sake of battle, where many individuals come together to form a much more powerful being. At other times the process results in a true combination of personalities that exhibits the intellectual strengths of all component Transformers (e.g., Slamdance or Squawkbox).

As few as two and as many as six individuals have been recorded joining together to form Combiners. There is no physical limit to the number of participants but practicality and experience have shown that five seems the most manageable number. A Combiner doesn't just merge bodies, after all; it merges minds as well. Too many mentalities can create a chaotic and unwieldy blend. Most final-form Combiners tend to possess a type of blended, lower-impulse brain activity in order to guard against this problem. The energy of their components is spent in managing the system rather than fighting one another to dominate and give orders.

The most common source of Combiner Transformers is an artificial procedure produced by an ancient device known as the Enigma of Combination. Created by an unknown Prime in the earliest of epochs, the Enigma can mutate Transformers'' CNA, allowing them to fuse with one another. The artifact was hurled across the galaxy by a minion of the Fallen eons ago, Megatron learned of its power some time during the Cybertronian Civil War. This enabled him (and others who later stole the secret) to create Combiners of a powerful but lesser nature than those formed in the distant past.

A Combiner forms naturally on rare occasions due to a "Split Spark." Their essences are literally from a single soul, but have been divided into multiple forms. It is a process that is not fully understood, but these individuals have an ability to merge that is far different than Combiners produced by the Enigma of Combination. Some can only transform with their twin, creating a single alt-mode. A few can individually transform but can also unite to create an entirely new persona. Other forms have been noted as well (e.g., Bombshock or Crankcase, who have central commander forms and four semi-sentient drones that combine with them), but all are distinct from their siblings and paired forms.

HEADMASTERS

Headmasters are a special kind of Transformers in which a smaller being forms the top of a larger construct. The former is typically an independent individual whose alt-mode is that of a head. The body is a Transformer in its own right and usually has some form of sentience, though this is much reduced without their "head."

When combined, the two individuals gain powers from both. The "head" takes control from the larger "body," while the body gains experience and guidance from the head. This process, known as binary bonding, also allows both minds to draw on the other for the best abilities of either. This can enhance reflex time, or knowledge, or any other aspect from either individual. In essence, they share a memory and a body, but maintain their own individuality.

The head and body of a Headmaster lose these abilities when apart. Indeed, the body is typically able to transform into an alt-mode and be "driven" by another form but loses much of their mobility. The head, meanwhile, becomes a standard Transformer, sometimes but not always with an independent alt-mode. The single benefit is mobility: the head, in their humanoid form, can reach areas that would be otherwise inaccessible to the larger, combined form.

Some but not all “heads” can take position on top of “body” Transformers that are not their primary pairing. In addition, “body” Transformers are not without their preferences. They will fight back if pushed too far. Some will even reject a head that is too contrary to their own tastes.

Other forms of Headmaster also exist. A few bodies are completely non-sentient. Some heads are, as well, though this is much more uncommon. There are also heads that are partly organic, either because they were created as such or had cybernetics grafted onto them.

How any of these forms came to be is a question that is left up to debate. The Machination, an organization from the planet Nebulos, claimed to be the source of modern Headmasters due to their experiments in combining humans and Cybertronians: one would be grafted onto the other, “piloting” a head of a larger Transformer. This was just one of the many illegal activities that the group performed. It is unclear whether they were building off of previous technology, as others place the genesis of the Headmasters in the distant past. Some accounts indicate that Nexus Prime commanded a regiment of these individuals though that may be a misinterpretation of legend.

These individuals should not be confused with Combiners. Headmasters tend to form a symbiotic relationship between head and body, whereas Combiners are equal partners in their transformation. Additionally, Combiners do not share binary bonding and so do not gain or lose abilities as individuals when they come together.

TITANS

Titans are the largest Transformers in the universe, save for primordial figures such as Primus or Unicron. They are literally the size of cities. That is the alt-form for most of them, in fact, though the Knights of Cybertron originally charged them with many purposes in ages long past. Their ability to shape such behemoths has since been lost to history, though it is known that most if not all Titans began their existence as standard-sized Transformers.

Due to this, Titans are now rare, having died off or been killed in the intervening eons. It takes a mammoth amount of Energon to power such forms, let alone allow them to transform. Their corpses are a cornucopia of precious materials, picked over by scavengers that have turned the long dead Transformers into short-lived “towns” once more.

The few that survive typically lay dormant in their city-form, waiting for an opportune time to emerge. A few hide beneath the crust of Cybertron itself. Others orbit distant stars. Their transformations are so perfect or so large that it is usually impossible to identify a Titan without a Cityspeaker.

Cityspeakers are exceptional individual Transformers who have the capability of understanding the mindscape of a metropolis-sized being. Such a gift is not present in every Transformer. Even those who have it must train for years in order to prepare them for the onslaught of information that is required to communicate with a Titan. Those that fail in their training are typically left as husks of their former selves. Those that succeed can literally change the course of history, such as when Windblade helped revitalize Cybertron with the help of the Titan, Metroplex.

It is said that some Titans possess extreme power. Instantaneous communication across light-years, teleportation, and the ability to create or transform cybernetic organisms are just some of the abilities written of in ancient texts. There is no telling of the wonders or horrors that would occur were a Titan to be guided by a charismatic Cityspeaker.

MINI-CONS

Mini-Cons are the smallest of Cybetronians, roughly the size of a ten year-old human child or smaller, yet they are not true Transformers. They are the only descendants of the Prime known as Micronus, which means that they are not an off-branch of Transformers (Chompazoids), a specific kind (Combiners), or even a sister-type (Titans). Consider them as a separate but related species of life, as a Neanderthal would be from Homo sapiens.

Mini-Cons are sources of power, whether for good or ill. They latch onto Transformers and draw energy from them, but also make their hosts capable of unleashing destructive force. Mini-Cons once thought to be Decepticons, are really neutral, unpredictable loose cannons that had been corrupted from exposure. They had a culture—perhaps a civilization and even a planet (the mythic Island World)—before their current state, and the Decepticons took control of them and damaged their identity, spinning them into chaos. Some theorize that Mini-Cons as a race can still become antonymous and self-organized.

Indeed there are good Mini-Cons, bad Mini-Cons, and Mini-Cons of every belief, rank, and occupation that one can imagine. After ages spent in isolation, this race has even developed its own culture and sub-transformation types, the most important of which are:

Superchargers – Some Mini-Cons can powerlink with larger Transformers. The host Cybertronian becomes stronger and faster, or may gain new abilities entirely. This effect lasts until the Mini-Con is depleted of energy or is removed from the powerlinx connection.

Tools – Many Mini-Cons do not have full alt-mode capabilities. They take on the form of a tool, a weapon, or some other implement that can be handled by others. They retain their consciousness like any other Transformer but are not as mobile.

Expanders – A few Mini-Cons can alter their alt-mode in minor ways in order to benefit a superior Transformer. They can become armor, weaponry, boosters, or other assets that can act semi-autonomously, allowing their host a greater range of tactical options.

The main difference between these beings and standard Transformers (particularly those of small stature) is that the Mini-Cons are capable of changing not only their own forms but also those of others. Energy flows through them in a way that allows them to enhance the physiology of a host Transformer, creating a potentially symbiotic relationship. It also seems that most Mini-Cons have more control of their forms after a trans-scan.

Not every Transformer seeks or needs permission from the Mini-Cons to utilize them. Wars were fought using Mini-Cons as unwilling weapons, and many others were waged to established dominion over this race of "useful" brothers. Most left Cybertron just after the Golden Age to form a society free from this influence.

Many Mini-Cons have lived in isolation for ages on Cybertron's moons. A few interact with Transformer society. Most remain self-segregated, wary of their larger "Bulk" brothers, though a few like Fixit seem to have adapted to a certain degree, given enough time. Regardless, Mini-Cons don't act as grown-up as the Autobots and Decepticons. Most possess a child's id, a reflection of the raw unleashed emotions of kids, but also their subservience, curiosity, ambition, and intense desires. They are a lens through which childhood rebellion can be focused, and the desire for authority figures that actually respect them, and from which they can learn and self-improve. Mini-Cons are an access point to bring humans into the narrative, even as they also are searching for where they fit in.

BEAST TRANSFORMERS

Though Transformers typically choose their alt-mode based on technology, they can also mimic the native life forms of the worlds they visit. These forms are nowhere near as close to perfect replications as vehicles, so the animal form of a Transformer can most often be easily spotted as some kind of robotic or alien construct. Because of this, mimicking animals and insects is only done by a Transformer under highly unusual circumstances. Some planets may not feature advanced tech to scan, for instance, or the climate or terrain may not be conducive to vehicles.

In these cases, Cybertronians will scan local wildlife in order to better suit their environment. These forms still follow the same physical laws of mass redistribution; so larger individuals cannot impersonate micro-fauna. Flesh and fur are mimicked through microfilaments of fiberglass or plastic. The one benefit is that these simpler forms require a lot less Energon to maintain: efficiency and maneuverability in exchange for a less convincing disguise.

Like all Transformers, Beast-mode individuals have joined larger groups. Some of these are well known, such as the Decepticons and Autobots. Others—like Maximals and Predacons—are less notorious. Regardless, these are personal choices rather than something in the pedigree of a Transformer. The only difference between a Beast and Standard Transformer is their alt-mode.

Beast-mode bots are not to be confused with Transformers whose standard form is similar to that of an animal (e.g., Underbite). In current epochs, such individuals are most often the descendants of colonists who left or were driven from their home planet during the Golden Age. Over millions of years, they adapted their bodies to suit the needs of their new home, rather than the humanoid forms that worked on Cybertron.

MAXIMALS

This faction of Beast Transformers utilizes more peaceful creatures, particularly mammals, in order to achieve their goals. These have changed over time but the primary objective remains the same diplomatic expansion of Cybertronian influence and culture.

There are annals filled with Maximal adventures from their formation in ancient history to the modern era, though they were at their greatest power during the Golden Age. It is known that one leader, Primal, led his forces to victory over his rivals, the Predacons, while marooned on Earth in the distant past. This signaled the beginning of the end of Predacon influence as well as that of the Maximals. Their power waned without a rival to make them necessary and Primal (among others) disappeared, but they left an indelible imprint on Cybertronian history.

PREDACONS

The Predacons are to the Maximals what the Decepticons are to the Autobots, though their lineage is much more ancient than all three. Created in the earliest days of Cybertronian society, the Predacons were a ruthless band of beast-mode Transformers that were obliterated due to their own hubris. The details are not recorded, but it is known that they wished to use their power and intelligence in the pursuit of self-perfection. This mostly resulted in power struggles, battles, mercenary work, and quests of individual challenge.

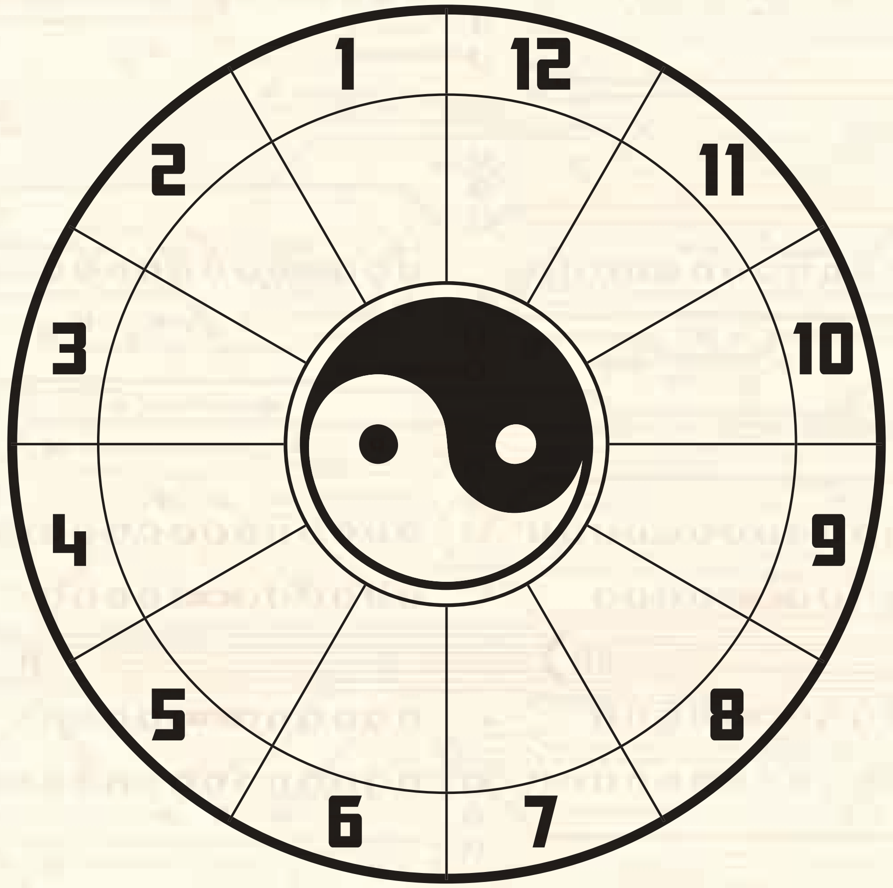
Predacons maintained a hierarchy that ascended to from the lowliest caste to a monarch, the Predaking. Substrata between these ranks dictated prestige, honor, and the ability to give or take orders, but no superior Predacon was ever safe from a challenge from a subordinate. While marooned on ancient Earth, the Maximal known as Primal defeated an important contingent of Predacons. This destabilized their whole organizational structure. The Predacons disappeared soon after, and were only resurrected after the recent return of the Transformers to Earth.

DINOBOTS

The Dinobots are a loose grouping of Beast Transformers that formed millions of years in the past. Some were alive during the Mesozoic period and traveled to Earth during Cybertron's Golden Age, only to be caught in suspended animation until later released. Others found a form of time travel and trans-scanned dinosaurs before returning home. Most were Autobots or allied with them, though at least one (Grimlock) has switched allegiances in both directions.

The only things that unite this faction of Cybertronians are their abiding love for their saurischian forms and a sense of familial pride among those of the same taste. They have fought many battles under the leadership of Grimlock and have fulfilled quests on their own throughout the galaxy. However they have never given up their alt-form. It is a means of personal expression that in some way speaks to their Spark.

POLARITY: The Astrology of Transformers



The Personalities of all Transformers are drawn from the Thirteen Primes, legendary characters from antiquity.

Like many of Earth's heroes, they have been used to describe phases of Cybertron's orbit, which in turn, are used to decipher personality traits. These are accurate, though the lives of Transformers are obviously determined as much by their actions and choices as by the Cycle under which they were born.

While some Transformers still believe strongly in Polarity Astrology, others consider it complete bunk. Regardless, the stars' alignment affects the personalities of Transformers, whether they believe in it or not.

The Cycle—a period similar to the 12 "sign" divisions of Western Astrology that comprise a year's orbit of the sun — of a Transformer's emergence into life affects the personality of the individual Transformer. This Cycle is their *Primary Polarity*.

A second sign on the cosmic wheel also heavily influences the personality of the individual; this is their *Complimentary Polarity*. These polarities determine aspects of their personalities and some of their greater desires. Bestial polarities are often drawn towards more primal worlds as they explore outer space while more academic polarities tend towards professions that would compliments that aspect.

While there are 12 cycles of the Transformers, there is a 13th sign that affects the destiny of Transformers every 600 full cycles of Cybertron's orbit. Every 600 cycles, the 13th sign affects one of the individual signs. The Sign of the Thirteenth is considered especially auspicious and connotes a special purpose and destiny.

The Signs

1. LIEGEIANS — Liege Maximo

Liegeians are born in the cycle ruled by the Prime, Liege Maximo, a trickster and strategist. He was a tactician who was able to see things that others couldn't. Those born under his sign have an uncanny ability to think outside the box. Liegeians are shrewd and charismatic but they can also be manipulative.

2. VECTORIANS — Vector Prime

Vector Prime was the guardian of Time and Space and rules over the second cycle. Those aligned with him are more at peace with the status quo, as they subconsciously understand the flow of the near-eternal universe. Vectorians are patient and resolute but they can also be narrow-minded.

3. NEXIANS — Nexus Prime

Nexus Prime was a combiner, with different aspects of his form and personality into a cohesive whole. While this can lead to confusing decisions and some unpredictability, Nexians have great compassion for those around them. Nexians are daring and sincere but they can also be misunderstood and surprising.

4. MICRONIANS — Micronus

Micronus was the first Mini-con, and though he was a powerful leader, his small size always sets him apart. Likewise, it's easy to take quiet Micronians for granted, but when those born under the fourth sign, people listen. Micronians are elegant and cautious but they can also be detached.

5. ONYXIANS — Onyx Prime

Onyxians, aligned with the animalistic, primal Onyx Prime, are very proud individuals who wear their hearts on their sleeves. Like their namesake, they are very attached to their origins and friends, even if they feel that they are often misunderstood. Onyxians are noble, loyal and zealous but they can also be arrogant.

6. MEGATRONANS — Megatronus

Megatron took his name from Megatronus, but he shares many other elements with other Megatronans as well. These Transformers are unashamed of their goals and tend to dream big, to the point of absurdity. Megatronans are purposeful and ambitious but they can also be self-doubting.

7. AMALGIANS — Amalgamous Prime

Amalgamous Prime was a jovial warrior whose simple charms won him many allies, despite his inflexible gaiety and inappropriate practical jokes. They are a tricky group, constantly shifting their forms and views. Few people who deal with Amalgians are able to get them to rethink their actions, which in the mind of the Amalgians are justified or "all in good fun". Amalgians are magnetic, charismatic, perceptive and down to earth but they can also be fickle or stubborn.

8. SOLEANS — Solus Prime

Solus Prime was the smith of the Primes; she forged the artifacts of the Primes and held the group together, going as far as patching their wounds, in even the toughest of times. Those in the Solean alignment share empathy and creative will, though they aren't always the most powerful warriors. Soleans are artistic and compassionate but they can also be passive and hesitant.

9. QUINTESSIANS — Quintus

Quintessians are like Soleans in that they are creators, but like Quintus, they are more chaotic and improvisational. Their abilities can also give them quite a large head, particularly when they or their creations succeed. They are always looking to the horizon, to the next big thing or next great adventure. Quintessians are improvisers and motivators but they can also be egotistical.

10. ALPHANIANS — Alpha Trion

Those born in Alpha Trion's cycle mirror the exactitude demanded by their namesake. They are very knowledgeable and expect the best of people, sometimes to their detriment; they will not suffer those who they think to be fools. Alphanians are responsible and meticulous but they can also be puritanical and hypercritical.

11. ALCHEMIANS — Alchemist Prime

An Alchemian believes in simplicity in both word and action. They are not necessarily plain, but they're the kind of individuals who never take an unknown shortcut, even when they're in a hurry. Alchemians are invaluable and voracious observers. Alchemians are straightforward and unpretentious but they can also be worriers.

12. PRIMIANS — Prima

Prima was one of the most heroic of the Primes, and so too are the Primians. They believe in the righteousness of their actions, though this can get them into trouble when they rely on those who might be using their ideals for their own ends. Primians are honest, gallant and trusting but they can also be naive.

Human Character Profiles

WITWICKYS

The Witwickys are a family singularly called by destiny. They have a common open-mindedness and a sense of adventure. When confronted by shape shifting giant mechanical beings that turn into cars, Sam Witwicky asks Mikaela Baines, "50 years from now, don't you want to say you got in the car?"

This thematic question is answered with an unequivocal, "Yes!" by each Witwicky. They are adventurous and loyal, willing to look beyond appearances and make lasting friendships with these giant mechanical beings from beyond the stars.

They are heroic and have often proven themselves valiant, if vulnerable fighters. Where they really excel is their ability to advise their Transformer allies and enliven them with their passionate spirits and helpful intuition.

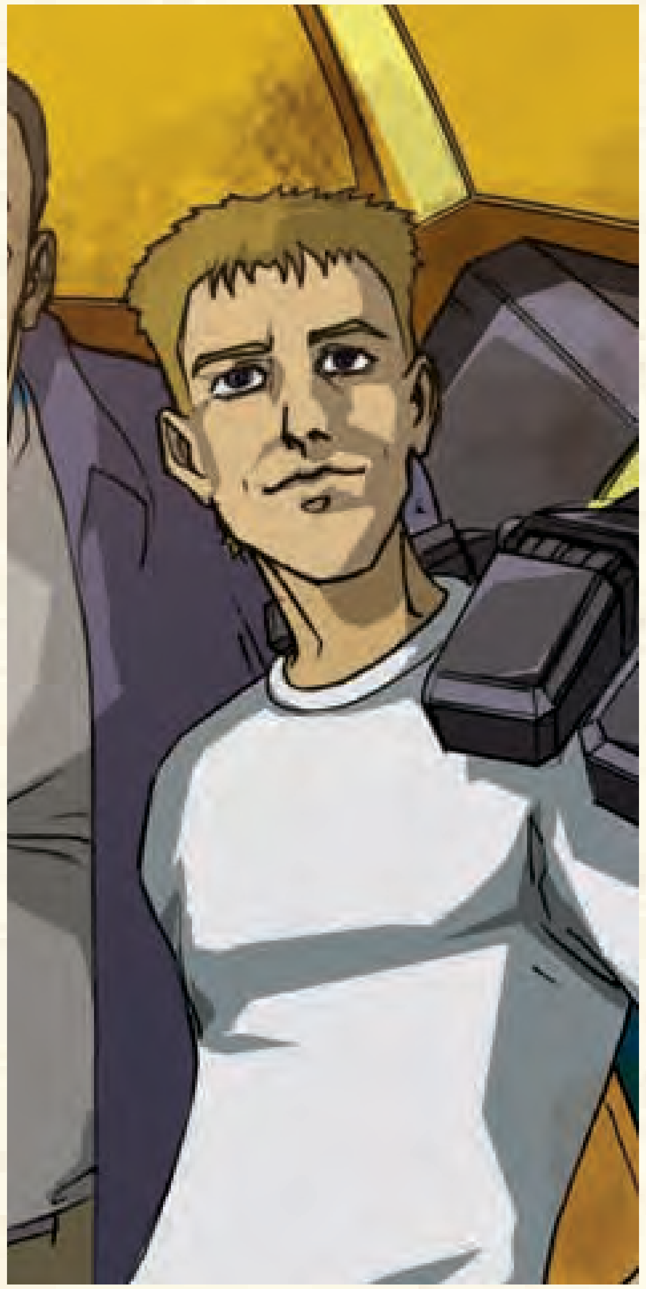
WITWICKY
CHARACTER PROFILE

SPIKE

CONTINUITY: G1 Cartoon, G1 Comics, G2 Comics, *Transformers Animated*

A brash teenager with a James Dean attitude to life, Spike fancies himself a tough guy but gains a true measure of hardship once he becomes involved in the Transformers war on Earth.

Spike is a loner who only begins to care for others and understand serving a higher cause through his exposure to the camaraderie and loyalty between the Autobots.



WITWICKY

CHARACTER PROFILE

SAMUEL JAMES (Sam) / SPIKE

CONTINUITY (Sam): *Transformers* (2007 Movie), *Transformers: Revenge of the Fallen* (2009 Movie)

CONTINUITY (Spike): G1 Cartoon, G1 Comics, G2 Comics, *Transformers Animated*

A slightly nervous, nerdy High School student when first encountering the Transformers, Sam showed true mettle, courage and honor in helping the Autobots confront the Decepticons.

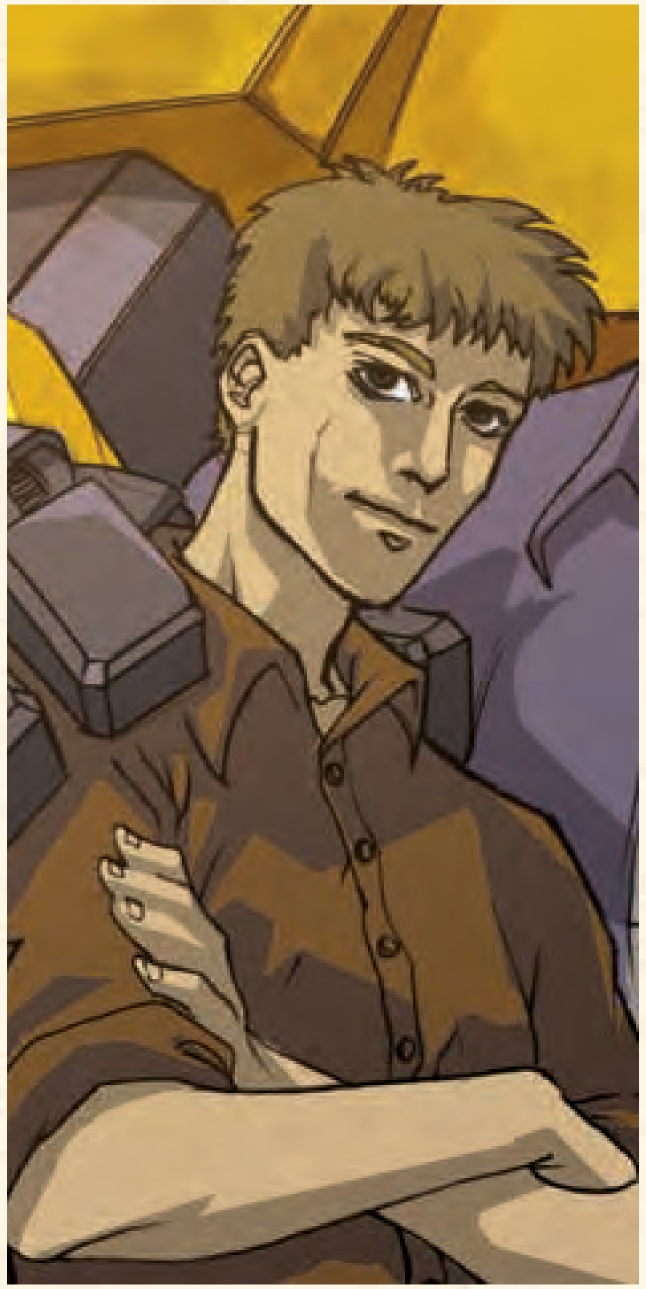
While a disaffected student at Princeton, Sam once again became embroiled in the ongoing Earth-based Transformers conflict.

BUSTER

CONTINUITY: G1 Comics

This child may be the only Witwicky to not understand mechanics at all. Instead, he uses his bookish, nerdy ways to think outside the box when the odds seem long.

Buster is Spike's younger brother from the G1 Comics continuity and used in that capacity after Spike "grew up" and became an adult. But Buster played his martyr-like role to a tee, worrying about everything that a wussified Spike would worry about—grades, girls, school, the Decepticons—if Spike didn't seem to have everything so perfectly worked out. Then again, Buster was able to make some very long-lasting friendships with Transformers, so perhaps he wasn't so different from his brother, after all.



WITWICKY
CHARACTER PROFILE

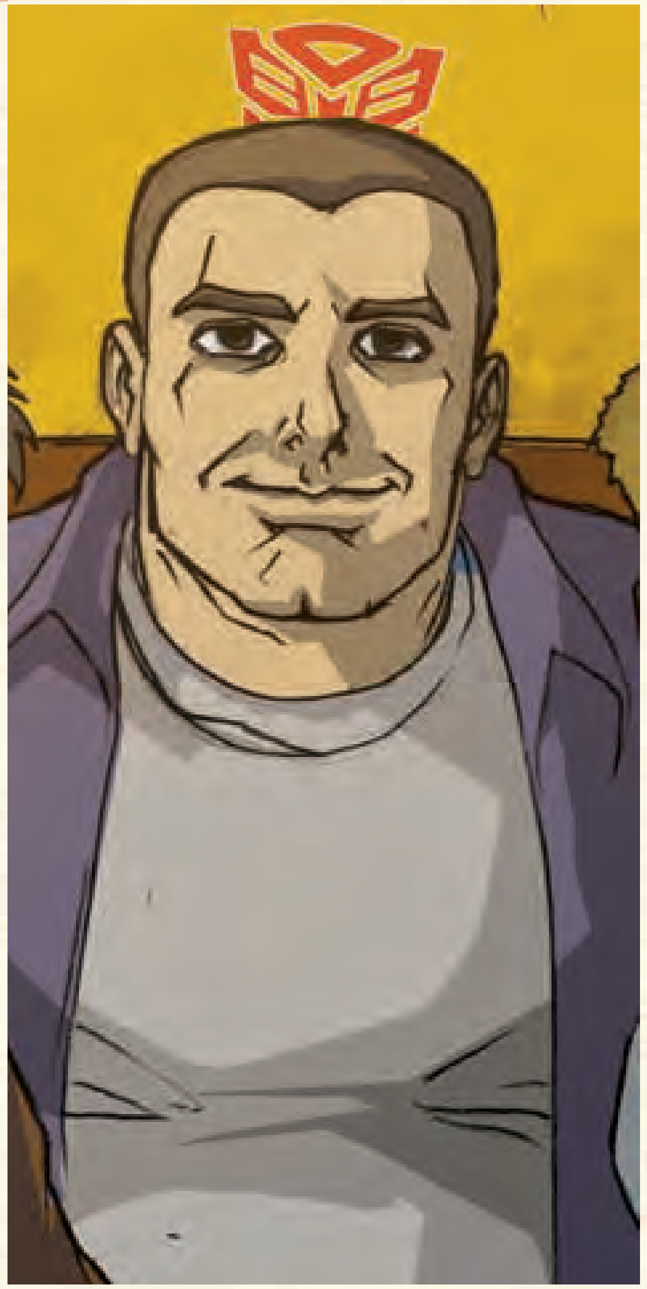
SPARKPLUG

CONTINUITY: G1 Cartoon, G1 Comics, IDW Comics

William Irving "Sparkplug" Witwicky is perhaps most emblematic of his kin: hardworking, gearheaded, tough, no-nonsense, and maintaining a strong connection to the Transformers that defies reason.

Sparkplug appeared early on in the G1 Cartoon, when the Transformers made First Contact with him and his son, Spike. He disappeared as the animated series took a change of course into the future, but the Marvel Comics series explored him more deeply.

He was a former Sergeant in the Marines. He worked as a ruby crystal miner in Burma. He fixed up old cars in his spare time. But no matter where he appeared, he was always the gruff, "give-'em-hell" kind of no-nonsense taskmaster who gets things done.



CARLEE

CONTINUITY: G1 Cartoon

Carlee is an honorary Witwicky in that she has a very close affinity to the Transformers. Like her husband, Spike, she's intensely courageous and incredibly intelligent (she went to MIT).

Carlee immediately synched with Bumblebee upon meeting him in a video arcade. She was later dragged into the Autobot-Decepticon conflict when Megatron captured her, but she more than held her own. For a long time, Carlee was one of the few individuals that Optimus could trust implicitly. Cool under pressure and always intelligent, she seemed to always know the right answer. This changed somewhat when she and Spike got married and had a son, Daniel. Carlee toned down her duties with the Transformers and instead focused on raising her child in a world where danger was a constant presence.

DANIEL

CONTINUITY: G1 Cartoon (Movie and Later Seasons), *Transformers Animated*

The son of Carlee and Spike, Daniel is a smart, innocent kid. More interestingly, he is the first Witwicky to grow up having never known a world without Transformers, making him at one with their culture like no one else.

The Daniel of G1 and Animated are slightly different characters. Though the latter character is more childish and kind of distrustful of robots, the former is an outgoing and innocent boy more at home with robots than other kids. He is a bit emotional, sure, but that comes from his age. He's more like an exact cross of his mother and father. Brainy, daring, and unwilling to flinch in the face of danger, Daniel is already a well-traveled fighter in the Civil War by the time he's hit his teens.

HERBERT

CONTINUITY: *Transformers: The Movie Prequel*

Herbert was a hard-working Missouri Man from his birth until his death in 1979, instilling traditional Witwicky values in all of his children, including Ron. He is known, briefly, from his belongings that Bumblebee rifled through before that Transformer made contact with Sam.

WITWICKY
CHARACTER PROFILE

CLARENCE

CONTINUITY: *Transformers: The Movie Prequel*

The son of Archibald Witwicky, Clarence never fully got out of his father's shadow nor accepted Archie's insanity. He lived and died his entire life in Missouri. He is known, briefly, from some of his effects that Bumblebee rifled through before that Transformer made contact with Sam.

JUDY

CONTINUITY: *Transformers* (2007 Movie), *Transformers: Revenge of the Fallen, Transformers: The Movie Prequel*

Moms are caring, critical, loving, pushy, nosey, noisy, and always seem to have both the best intentions for you and the worst methods of applying them. That's Judy, black and white.

Judy is somewhat disdainful of her husband, Ronald, in the way that married couples can be. She did grow closer to him when she was kidnapped in Paris. As of yet, Judy does not have a place in Modern Continuity's new material.

WITWICKY
CHARACTER PROFILE

RONALD

CONTINUITY: *Transformers* (2007 Movie), *Transformers: Revenge of the Fallen, Transformers: The Movie Prequel*

Ron is the son of Herbert and kind of a dumpy, happy-to-be-middle-class-and-nothing-more kind of guy. He did manage to raise Sam, though, so he must have done something rightƐor wrong.

Ronald is known for his thrifty ways. Yet he helped buy his son a car and put him through Princeton. Although he's not entirely comfortable with Transformers, as the Decepticons kidnapped him and his wife during a second honeymoon to Paris, he's dealt with it better than the rest of humanity. As of yet, Ronald does not have a place in Modern Continuity's new material.

HUMAN
CHARACTER PROFILE

CAPTAIN ARCHIBALD AMUNDSEN

CONTINUITY: *Transformers* (2007 Movie), IDW Comics, *Transformers: The Movie Prequel*

Archie wound up going insane from his trip to the Arctic, but before that he was one of the most successful explorers of the 19th century.

He explored much of the Canadian Arctic in the name of science, the Northwest Passage, and fame. Unfortunately, he found Megatron, instead. When the AllSpark attempted to graft memories to him, Archibald went mad and had to be carried home. He spent the rest of his life in an insane asylum, drawing strange glyphs that turned out to be Cybertronian in origin.

HACKERS
CHARACTER PROFILE

MAGGIE MADSON

CONTINUITY: *Transformers* (2007 Movie)

Don't let Maggie's gorgeous appearance fool you; she's one of the top hackers of her time, balancing outside-the-box thinking with tempo.

Maggie is a capable woman who uses every one of her assets to achieve her goals, whether that is completing a difficult bit of code or put herself through college (through modeling). As one of the top computer experts in the nation, she was brought into the Depart of Defense's dealings with the Transformers early on. There, she cracked the Cybertronian code and led the government to the realization that the Decepticons were hot on the trail of Megatron and the AllSpark. She later helped defend Sector Seven from the Decepticons.

GLEN WHITMANN

CONTINUITY: *Transformers* (2007 Movie)

Living with a grandparent, a virgin, insanely brilliant, and paranoid, it would be hard to be more of a stereotypical geek hacker than Glen.

However, his computer skills are considerable. He has been able to break into the government's mainframe on more than one occasion. This led to the ire of the NSA, but they let Glen off the hook when he helped the government defeat the Decepticons in Mission City. He now works with Maggie Madsen in the Rand Corporation.

CHIP CHASE

CONTINUITY: G1 Cartoon

Chip may be wheelchair-bound, but this friend of Spike could hardly be a better programmerƐ or a more courageous human being.

Chase initially helped out the Autobots during an antimatter crisis with the Decepticons. He aided his pal, Spike, for many years afterward, though he disappeared by the time of Unicron's arrival in *Transformers: The Movie*.

GOVERNMENT

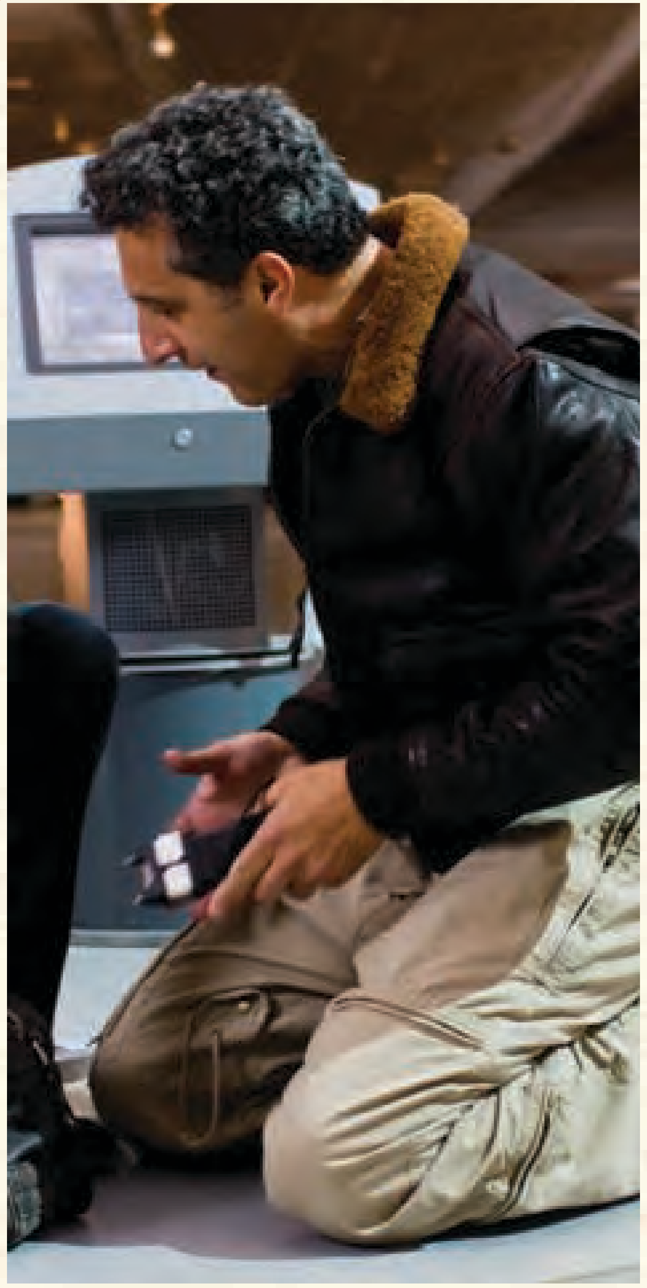
CHARACTER PROFILE

AGENT REGGIE SIMMONS

CONTINUITY: *Transformers* (2007 Movie), *Transformers: Revenge of the Fallen, Transformers: The Movie Prequel, Sector Seven* ARG

Simmons may take his job as the head of Sector Seven a bit too seriously, though his knowledge of Transformer technology is second only to the Transformers themselves.

Simmons is a science fiction nut; he attended the *Star Wars* premiere as a child and has been hooked ever since. Though he spent years trying to capture a live alien—and nearly succeeded with Bumblebee—his frequent problems with authority led to his dismissal when the government disbanded Sector Seven shortly after the events of Mission City. Simmons later aided Sam during the resurrection of Megatron when he helped decipher the Transformer language. He also runs the website, Giant-Effing-Robots.com, under his pseudonym, Robo-Warrior.



NSA DEPUTY DIRECTOR THEODORE GALLOWAY

CONTINUITY: *The Rise of Starscream* Novel, *Transformers: Revenge of the Fallen*

Galloway is the career-first kind of officer who takes umbrage to insults aimed at his motives, even when those comments are correct. He doesn't take kindly to the Autobot's incursions on Earth's hospitality and wishes they would all leave humanity in peace.

Galloway believes that the Autobots are the reason for the Decepticons' activities on Earth. He reasoned that if the Autobots weren't here, the Decepticons wouldn't have anyone to fight, thus, Galloway has been trying to get the Autobots off of Earth since they came to his attention.

During the events of The Fallen's Resurrection, he was proved wrong. The Earth was largely unprepared for the inevitable attack, but it was the Autobots and Sam Witwicky that eventually halted The Fallen's assault on the planet.

GOVERNMENT

CHARACTER PROFILE

ADMIRAL MORSHOWER

CONTINUITY: *Transformers: Revenge of the Fallen*

Morshower looks out for the country first, aliens and cultural sensitivities second, though his influence can make him an agent of peace when he desires it.

Just prior to the resurrection of both Megatron and The Fallen, Morshower was one of the leading voices for an Autobot-Human alliance. This is not because he is any particular fan of the Transformers, however. He simply thinks that with the rapid change in warfare that it would be better to embrace the Transformers than to become their enemies.

DEFENSE SECRETARY JOHN KELLER

CONTINUITY: *Transformers* (2007 Movie)

The Secretary of Defense is a straightforward, no-nonsense guy who disdains anything that he hasn't seen with his two eyes. He is a man who can be depended on to accomplish any task set before him.

Keller didn't believe in the extraterrestrial origin theory of the Decepticons put forward by Maggie Madsen until he saw the Transformers with his own eyes. He was forced to take a hands-on defense against these beings (with a shotgun, no less) when the Decepticons attacked the Sector Seven HQ.

Keller managed to survive the ensuing assault, even granting Glen Whitmann clemency for the hacker's actions in halting Megatron's assault.

GOVERNMENT
CHARACTER PROFILE

ADMIRAL BRIGHAM

CONTINUITY: *Transformers* (2007 Movie)

This Admiral is an intelligent and wise leader who nevertheless sometimes misses the forest for the trees.

Brigham was one of the first officers briefed on the Transformers. He helped mobilize the defense of the United States.

AUTOBOT-HUMAN ALLIED FORCES

CHARACTER PROFILE

WILLIAM LENNOX

CONTINUITY: *Transformers* (2007 Movie), *Transformers: Revenge of the Fallen, Transformers: The Veiled Threat, The Rise of Starscream* Novel

Lennox is a young man with a wife, Sarah, and child, Annabelle, yet his undying bravery—and the loyalty of his men—means that he is routinely put into the line of fire to aid the Autobots in their fight against the Decepticons.

William Lennox quickly became the operational head of NEST, leading a team of humans and Autobots into the field to deal with the encroaching Decepticon menace. Along with his team, he traveled across the world, fighting off of the African Coast, battling in Shanghai, and eventually dealing with The Fallen in Egypt.

His dedication revealed itself in the success of nearly every mission that he was sent on, though with NEST's restructuring, his role is up in the air.

ROBERT EPPS

CONTINUITY: *Transformers* (2007 Movie), *Transformers: Revenge of the Fallen, Transformers: The Veiled Threat, The Rise of Starscream* Novel

The Technical Expert of Lennox's team, Epps is a sly and sarcastic fighter who has proved himself both in a firefight and as an Intel master.

Epps effectively functions as Lennox's second-in-command. Both men take the fight to the enemy rather than sitting back on their heels. Epps' experience in Afghanistan has proved to be enormously helpful when Transformer battles occur in the city streets. The Battles of Mission City and Shanghai showed that beyond a doubt.

AUTOBOT-HUMAN ALLIED FORCES

CHARACTER PROFILE

DR. KAMINARI ISHIHARA

CONTINUITY: *Transformers: The Veiled Threat*, *The Rise of Starscream* Novel

Ishihara's absolute brilliance in robot and mechanical engineering make her an unparalleled addition to NEST.

Even though Ishihara's skills with a gun aren't as strong as the rest of the team, she is more than a capable fighter. She is a master of several martial arts and was a former Japanese Intelligence agent. Her beautiful looks make her opponents underestimate her skills. As her actions during the Transformer conflicts in Africa and Australia proved, however, she can take care of herself in either the laboratory or the battlefield.

PETR ANDRONOV

CONTINUITY: *Transformers: The Veiled Threat*, *The Rise of Starscream* Novel

Petr Andronov doesn't take a lot of guff, but his international experience allows him to see all sides of a problem, even when it involves alien technology or culture.

He is incredibly intelligent. Andronov's invention—the humbly named "Andronov Device"—is one of the top advancements in Human-Transformer warfare. He also can dissect technological problems in no time flat, more than making up for his sometimes-abrasive behavior. He is used by NEST as both a field and base scientist, able to think on his feet and make quick decisions that save lives.

AUTOBOT-HUMAN ALLIED FORCES

CHARACTER PROFILE

PIERRE MORALES

CONTINUITY: *Transformers: The Veiled Threat, The Rise of Starscream* Novel

Even though Morales sometimes has qualms about the battles he goes into, he never shies away from a fight.

Morales is yet another soldier on the frontlines of the Transformer conflict on Earth. He has a bit more to say about the fight and his desire to return home in one piece than his compatriots.

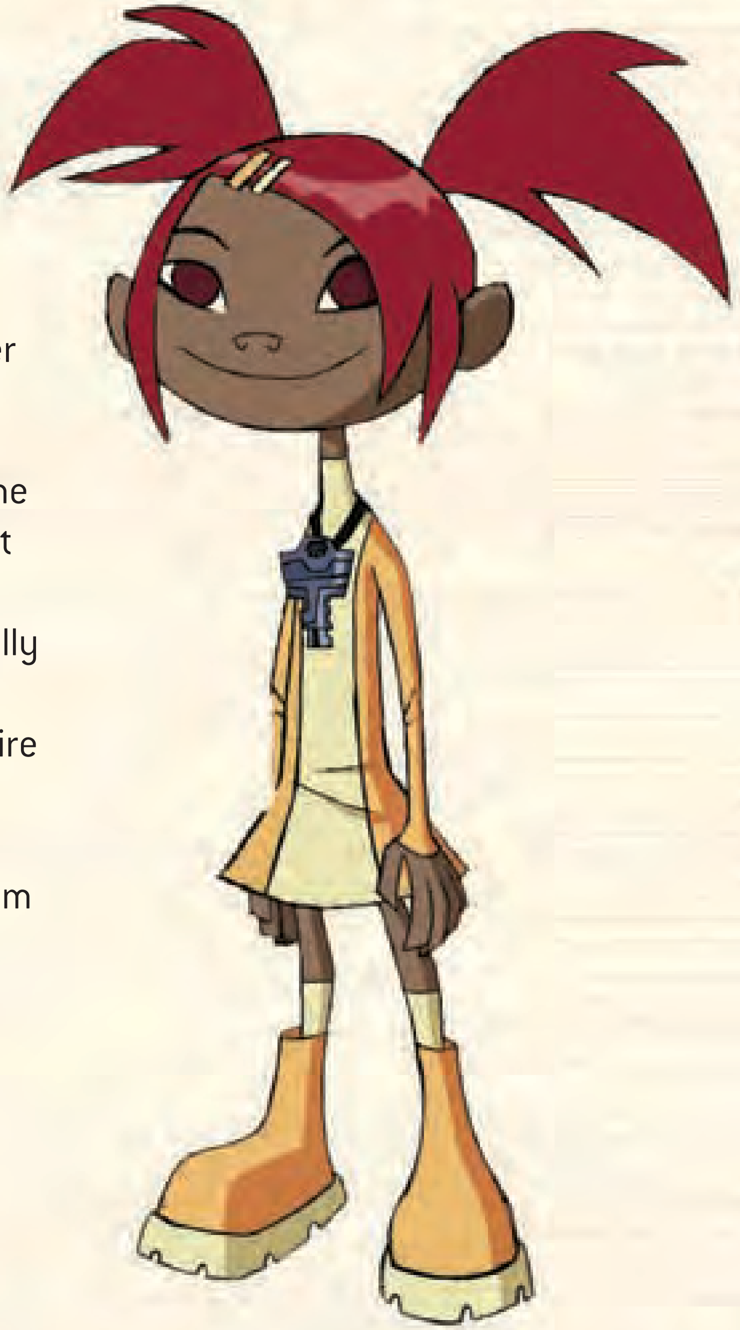
CIVILIANS
CHARACTER PROFILE

SARI SUMDAC

CONTINUITY: *Transformers Animated*

Sari would be a pretty normal kid if it weren't for the fact the AllSpark thinks very highly of her. That would seem to stem from her actual identity as a robot created by her "father" and not a normal kid after all.

Sari was entrusted with the Key by the AllSpark, but she doesn't always treat it with the respect it deserves. She plays pranks, gets crazy, and generally acts like a kid. When she discovered that she was a robot, though, her entire world changed. Her passion to help the Autobots never wavered and she became a quick-witted fighter for them despite her size.



MIKAELA BANES

CONTINUITY: *Transformers* (2007 Movie), *Transformers: Revenge of the Fallen*

Mikaela is a gorgeous and bright gearhead who connects with Transformers on a physical level and Sam on another (different) physical level.

She was initially wary of Sam's unadulterated obsession with her, but when he proved himself to be a resourceful lad who was genuinely interested in her mind as well as her body, the two began to date. She had problems telling him that she loved him (and vice versa), but when Sam left for college, she realized how important he was to her. The two later were able to help Optimus Prime defeat The Fallen in Egypt, finally confessing their true feelings for each other in the process.

ERASTO KHALFANI

CONTINUITY: *Transformers: The Veiled Threat*

A headstrong pirate in Somalian waters, Khalfani does what it takes to surviveƐ and if he pockets a little extra, it won't hurt him, either.

Khalfani attempted to rob the *Pearl of India* with his pirate crew. When he found that it actually maintained a contingent of U.S. soldiers and Transformers, he quickly fled the scene, no doubt to continue on in his life of piracy.

MILES

Continuity: *Transformers* (2007 Movie)

Miles is Sam Witwicky's friend, even though he didn't believe that Sam's car was actually a robot. Though a fun guy, Miles wasn't smart enough to attend Princeton. The two had lost touch by the time Sam left for New Jersey.

CIVILIANS
CHARACTER PROFILE

SARAH LENNOX

CONTINUITY: *Transformers* (2007 Movie), *Transformers: Revenge of the Fallen*

Sarah loves her husband, William, and has a good head on her shoulders, with her quiet optimism about his exploits tending to prove true at every turn.

Sarah Lennox has to keep the burgeoning Lennox family from falling apart while William deals with Cybertronian conflicts on Earth. She sometimes gets upset with him for his pigheaded refusal to put her family's needs above the needs of the universe, but Sarah is always waiting at home when William returns. She even helps him out once in a while, as she did when she got a message to Autobot command from her husband through a bit of subterfuge with her military wives' circle.

MONIQUE EPPS

CONTINUITY: *Transformers: Revenge of the Fallen*

Like Sarah is to William, so is Monique to Robert. Monique is a little mouthier, but she is no less dedicated to her husband.

Monique aided Sarah in their ploy to get William's message to Autobot command. She is a practical woman who doesn't take guff, though like the rest of the Live Action Franchise continuity characters, she does not—as of yet—have a place in Modern Continuity's new material.

CIVILIANS

CHARACTER PROFILE

LEO PONCE DE LEON SPITZ

CONTINUITY: *Transformers: Revenge of the Fallen*

While Leo's willingness to look at the edges of reasons is somewhat admirable (and in the case of the Transformers, correct), his ambition to break the stories can sometimes lead him down the wrong path.

Leo seriously began to quest for alien life on Earth with his website, Real-Effing-Deal.com. He was in direct competition with Reggie Simmons's site, Giant-Effing-Robots.com, and was mistrustful of Simmons when the two first met. Leo did aid Sam and Mikaela in their attempts to defeat The Fallen, while grudgingly earning the respect of Simmons along the way.

CAL BANES

CONTINUITY: *Transformers: Revenge of the Fallen*

Mikaela's father was a down-on-his-luck auto mechanic who, through some bad choices, wound up jail.

He returned to set up shop fixing motorcycles with his daughter. Though he doesn't exactly approve of everything his daughter does (or the men she dates), he is a supportive father who regrets his time spent in prison while his little girl was growing up.

CIVILIANS
CHARACTER PROFILE

CARLY

CONTINUITY: *Transformers* Animated

Unlike a lot of the other science-minded humans that come into contact with the Transformers, Carly is all heart. She thinks through problems and has a lot of empathy, too.

Carly, though married to Spike Witwicky, is different from the Carlee married to Spike Witwicky of the G1 Continuity. This Carly, though extremely intelligent, is much more retiring and relaxed than her counterpart. This is due to the fact that she is pregnant and already has another child, Daniel, at the time of her introduction. She does work for Sumdac Industries, however, so she does not live a life without danger.

LORD CHUMLEY

CONTINUITY: G1 Cartoon

This aged big-game hunter has stared death in the face and now only finds thrills in hunting the biggest game: Transformers.

Lord Chumley was never more than an occasional villain for the Autobots. His interests in the rest of the world—finance, landholdings, lordship—made it difficult for him to hunt Optimus Prime full-time. He later tried to rid Earth of all Transformers through the Concurrence, a human organizational front for the Decepticons. Chumley's motives remain entirely selfish.

PROFESSOR COLAN

CONTINUITY: *Transformers: Revenge of the Fallen*

College is meant to guide young minds from one stage of life to the next, but Colan sometimes takes a bit too much pleasure in exerting his influence over students.

Colan, as an academic, doesn't get out much besides for his work at Princeton. He is hard at work on several papers and theses, but has a lot of term essays to grade in the meantime. He barely figured into the resurrection of The Fallen, except that Sam was taking his class at the time that the AllSpark began to manifest its knowledge through the young man.

SCIENTISTS

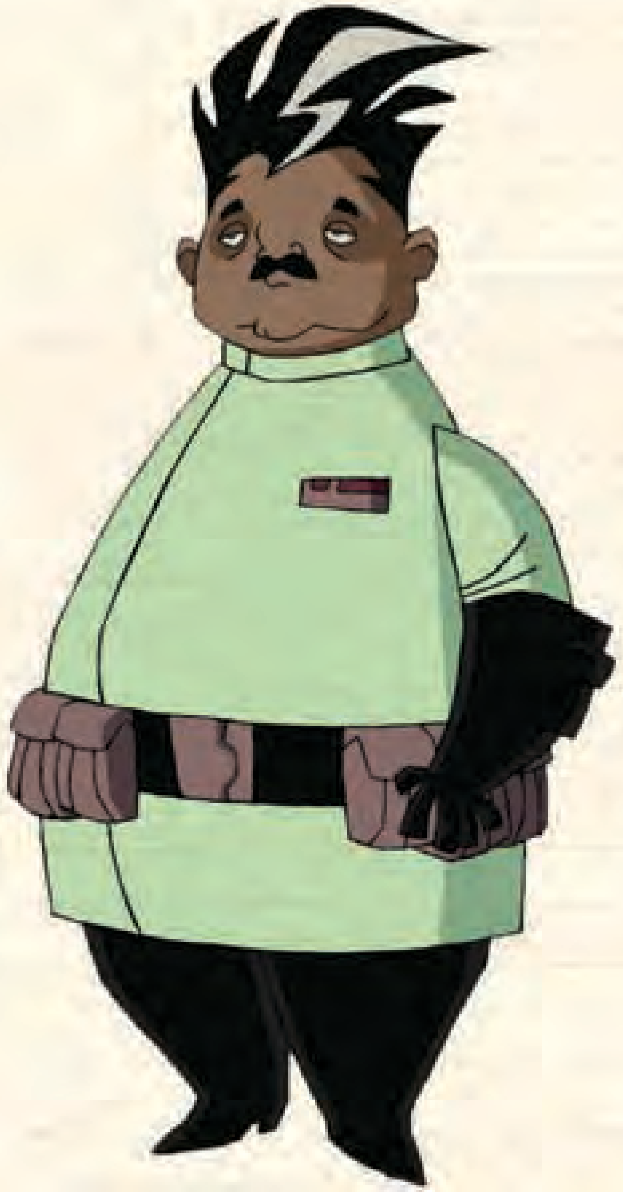
CHARACTER PROFILE

ISAAC SUMDAC

CONTINUITY: *Transformers* Animated

A more brilliant scientist does not live on the Earth in the 21st Century, and though he may not be the most far-sighted individual, his heart is in the right place.

The founder of Sumdac Systems, Isaac is on the forefront of cybernetic research on Earth. Considering his daughter's close ties to the Transformers, this should come as no surprise. His no-military rule for his creations has sometimes put him at odds with the wrong people. Nevertheless, he has a brilliant mind that can be put to good when it isn't distracted by other developments.



DR. ARKVILLE

CONTINUITY: G1 Comics

Arkville is considered a mad scientist who allies himself with the Decepticons only because it serves his own, insane interests.

Dr. Arkville's insanity flavors everything that he does. His tactics to take over the world would work a lot better if his plans weren't so riddled with questionable decisions. Thankfully, though he was dangerous, the Autobots were always able to defeat him through cunning.

DR. FUJIYAMA

CONTINUITY: G1 Comics

You know the old phrase, "if you create realistic artificial intelligence and robots, make sure not to become so infatuated that you lose sight of morality"? That's the maxim scientist Dr. Fujiyama never paid attention to.

Fujiyama, much like Professor Haley, was always more interested in technology than ethics. Though he had a good heart, the Decepticons sometimes used him or his creations to cause havoc.

PROFESSOR HALEY

CONTINUITY: G1 Cartoon

He's a brilliant scientist but not exactly sound-minded; Haley created the Voltronic Galaxer to contact alien life despite the fact that some already were living on Earth.

Professor Haley is the typical advances-before-ethics kind of thinker. He was much more interested in the scientific ramifications of an invention than their societal ones. His few appearances were always marked by major problems with the Decepticons, who wished to use his inventions for their own gains.

SCIENTISTS
CHARACTER PROFILE

JOSIE BELLER

CONTINUITY: G1 Comics (Marvel)

This woman's super-suit not only allows her to serve her boss, G.B. Blackrock, but also gives her powers comparable to smaller Transformers.

Josie is as close to a human superhero as one can get in the *Transformers* Universe. Whereas almost every other human fighter is either quick-witted or quick-footed, Josie can usually hold her own against some of the tougher Decepticons. Her mental state, after having been paralyzed, is not exactly top notch.

INDUSTRIALISTS

CHARACTER PROFILE

SEAN BURGER (Shawn Berger)

CONTINUITY: G1 Cartoon

Burger is a cross between Ted Turner and Mister Burns; he'd sell out humanity to the Decepticons if it meant increasing his power.

It's not that Sean Burger was evil in his appearances in the cartoon. He just loves money. The Transformers seem like an easy route to that, either through reverse engineering or selling them off to the highest bidder. He's not particularly fond of the Decepticons, but "uses" them to achieve his goals. Megatron always manages to stay one step ahead, however.

ASTORIA CARLTON-RITZ

CONTINUITY: G1 Cartoon

Much like a spoiled heiress akin to Paris Hilton, Carlton-Ritz uses her money and influence to live a hedonistic life. Her knack for "jinxing" any electronics she touches makes her a valued pawn in certain situations.

Carlton-Ritz occasionally featured in the cartoon as an annoying "damsel in distress" that often proved to be more trouble for her captors than her rescuers. Her spoiled attitude made her a problem for everyone, and eventually, everyone learned to leave her alone.

INDUSTRIALISTS

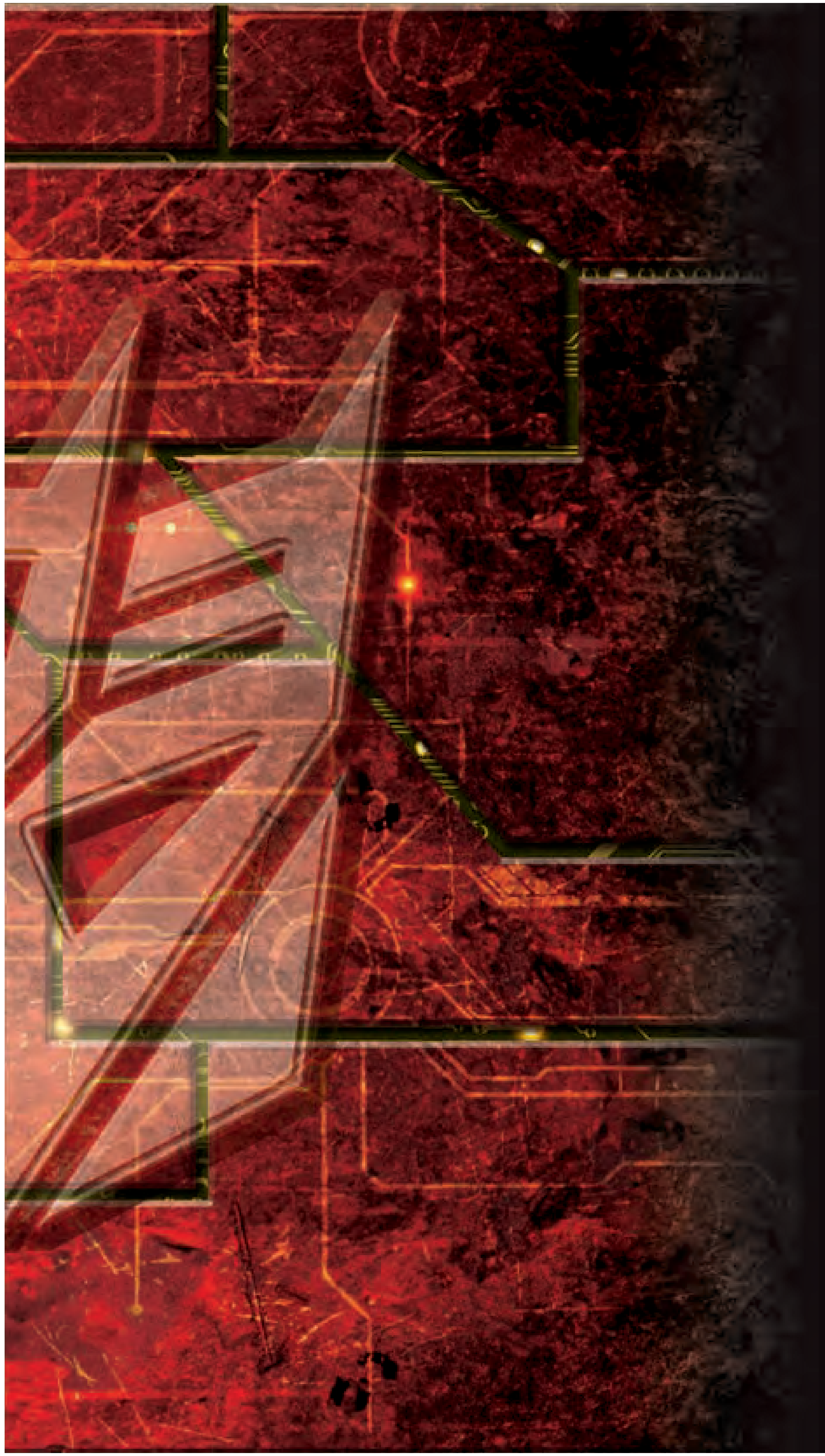
CHARACTER PROFILE

G.B. BLACKROCK

CONTINUITY: G1 Comics (Marvel)

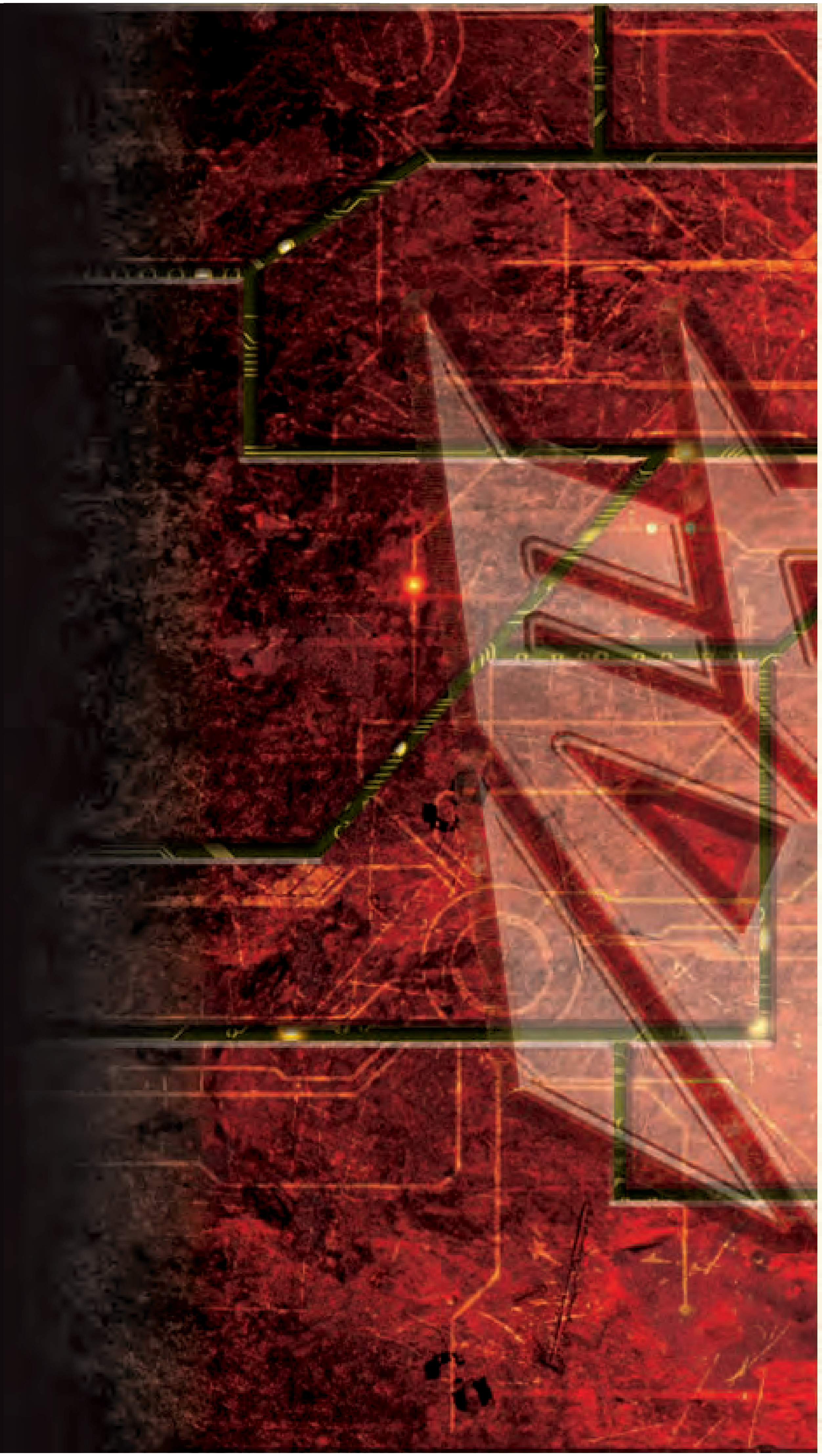
G.B. may be a bit much sometimes, but as a multi-millionaire industrialist, his pro-Transformer opinions can sway politics on a commercial and political scale.

Blackrock's company, Blackrock Industries, matches its founders desire to always look forward. Blackrock himself was instrumental in creating some of its finest creations, including Josie Beller's anti-paralysis suit. Though he is not always called upon to help the Autobots, his intangible assets are nearly as important as his concrete resources.



IV

Locations



Earth. Terra. Gaia. The third planet of the Sol system is known by many names, but its varied cultures call it one thing: home. Though speculated as the focal point of varied intergalactic visitors, it was not until the coming of the Transformer that the predominant sentient life form on the planet, human beings, had explicitly acknowledged the existence of extraterrestrial beings.

With the coming of the Transformers, major questions are raised about Earth's role and the potential consequences for their presence here. What is their purpose here? Can the planet withstand the long-running civil strife they have carried over with their arrival? What is their deeper connection to the planet? It is obvious that the Transformers have been here for some time—indeed, the Dinobots and fighters from the Beast Wars came *millions* of years before—but most humans have no idea of these facts, or even of the truth behind their covert war on Earth.

Having built their bases and consolidated their presence on the planet, the struggle between the Autobots and Decepticons on Earth will continue, but how their presence will affect the planet's culture remains to be determined. Earth's vast, untapped Energon stores ensure their struggle will remain on the forefront of the Transformer Civil War for many, many years to come.

Earth

DESCRIPTION: Human homeworld, lush, polluted, remote, battleground, emerging technologically

MAJOR SETTINGS: Hoover Dam, Sector Seven, Shanghai, Rome, Paris, Mission City, Diego Garcia Airbase, Pentagon Action Crisis Center, Princeton, Egypt, Mount St. Hilary, Ruby Mines of Burma, Central City, Underwater Decepticon Base

MAJOR PERSONALITIES: The Witwickys, the earthbound Autobots and Decepticons

MAJOR EVENTS: The Battle of Earth, Megatron's Resurrection

STATUS: Disputed control by the Transformers

HOOVER DAM

NAME: Hoover Dam

DESCRIPTION: Architectural marvel, large, energy supplier, tourist destination, hydroelectric reactor

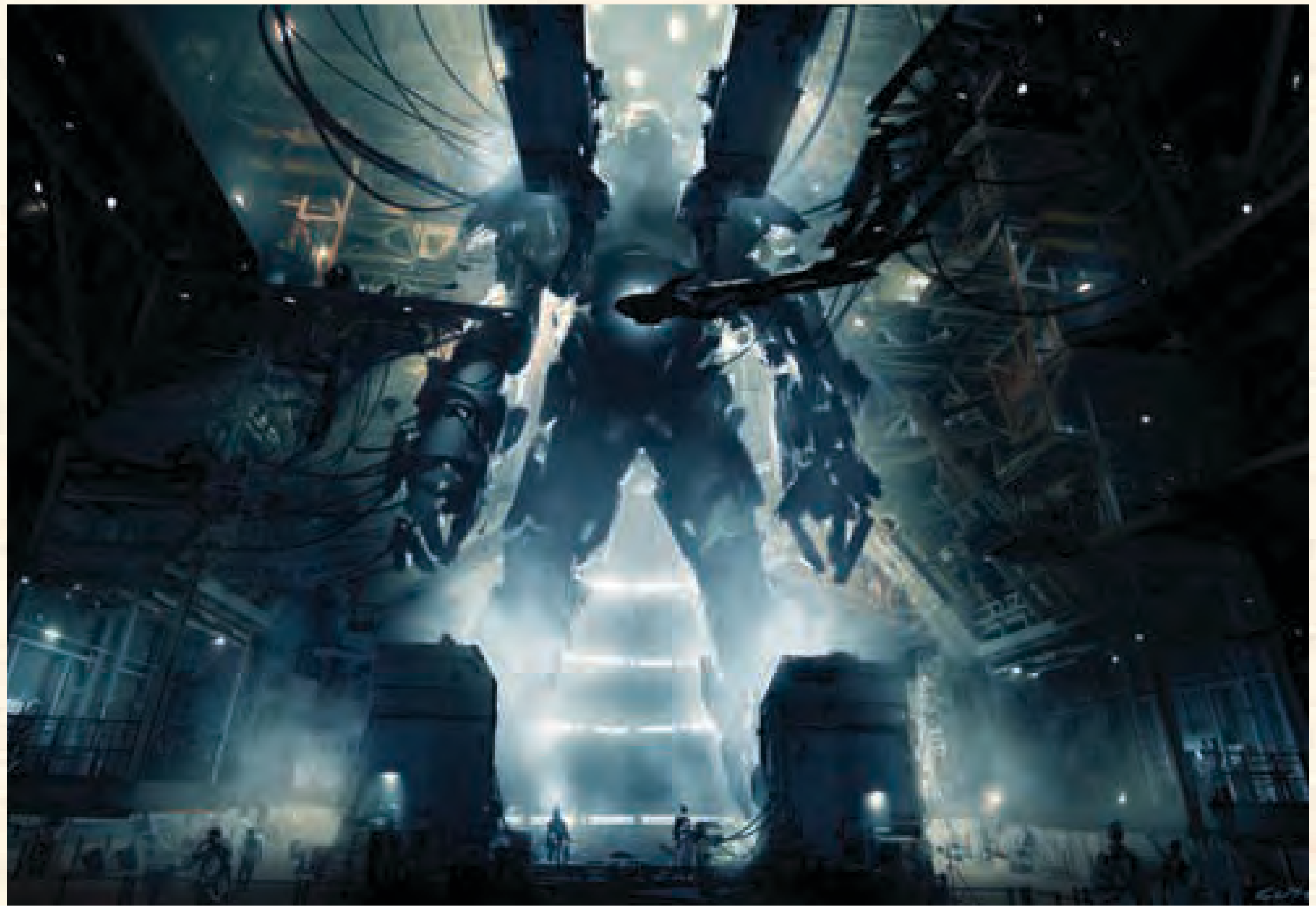
MAJOR SETTINGS: Sector Seven

MAJOR EVENTS: The Battle of Mission City

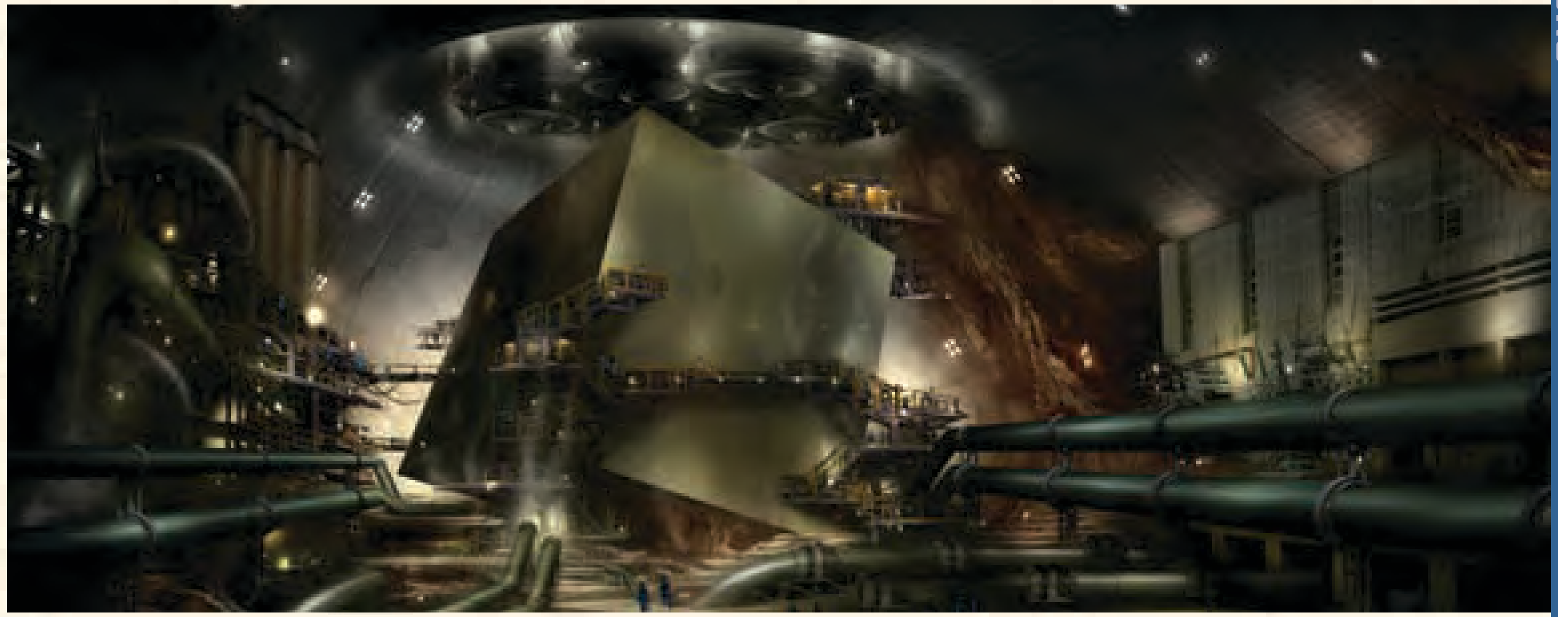
STATUS: Rebuilt, Controlled by the U.S. Government

The Hoover Dam is a popular tourist destination within the United States. It regulates the flow of the Colorado River, while at the same time using turbines at its base to generate electricity that powers Las Vegas, Mission City, and many other towns in its region. Constructed during the Great Depression, it remains a marvel of engineering to this day.

Its engineers, however, had an ulterior motive. In a labyrinth chamber deep within its massive sheer facade sits a secret governmental project. Sector Seven is the most prominent of these, but other government agencies work within the dam's halls as well, studying alien technology, and helping to protect the United States from any threat that may come its way.



SECTOR SEVEN



NAME: Sector Seven

DESCRIPTION: Classified, hidden, underground, byzantine, warren-like, filled with alien technologies

MAJOR EVENTS: The Battle of Mission City

STATUS: Rebuilt; Controlled by the U.S. Government

ORIGIN: Transformers (2007 Movie)

Sector Seven is a secret American government agency housed deep within the Hoover Dam. It deals primarily with the study of extraterrestrial technology. It has been around for quite some time, but how long exactly depends on whom you ask. Was the Hoover Dam specifically built to hide ancient Transformers technology and to house the burgeoning agency that developed into Sector Seven or were those elements added when the government saw the advantages for secrecy posed by damn's design and construction? Only highly classified documentation hidden somewhere by the federal government could prove either way.

What is known—at least to those who currently work there—is that the dormant Transformer known as Megatron, as well as the AllSpark and all Transformer technology recovered over time on Earth, sat in the sector's hallways for decades as the United States government and military resources tried to reverse-engineer their secrets while determining what kind of threat they presented.

That threat was realized when Megatron awakened and blasted out of the Hoover Dam to rally the earthbound Decepticon forces around him.

Though Megatron's assault on nearby Mission City failed, Sector Seven was largely ruined. While the reconstruction of the base continues, many of its secrets (including Transformer-based technology) have been shifted to many different locations across the globe, including the Diego Garcia Airbase, where the Autobots and their U.S. Government counterparts work on defending the Earth from subsequent Decepticon attacks.

SHANGHAI

NAME: Shanghai

DESCRIPTION: Polluted, densely populated, Chinese, ancient, financial center

MAJOR EVENTS: Battle of Shanghai

STATUS: Rebuilt; Controlled by the Chinese Government

Shanghai is one of the oldest and largest cities on Earth. As one of the seats of Chinese power, it is an economic powerhouse that boasts some of the brightest minds on the planet.

Because of this, among other reasons, Shanghai became the epicenter for a Decepticon attack just prior to the reawakening of Megatron. The Autobots managed to fight back their adversaries, but much damage had been done in the process. Shanghai has survived thousands of natural disasters in its time, however, and it has weathered this storm, as well, returning to full capacity shortly afterwards.

ROME

NAME: Rome

DESCRIPTION: European, historic, dense, weaving, economic hub

STATUS: Controlled by the Italian Government

Founded by Romulus and Remus in the 8th Century B.C.E, this city has grown and contracted and grown again, depending upon the strength of its controller at the time. Now, as the capital of Italy, it is one of the chief economic cities in Europe, as well as a center of culture for the world.

Rome saw some action during the events of Megatron's resurrection on Earth. It survived largely unscathed as the Decepticons focused their assault on Paris and Egypt.

MISSION CITY

NAME: Mission City

DESCRIPTION: Hot, arid, dirty, economically-challenged

MAJOR EVENTS: Battle of Mission City

STATUS: Rebuilt; Controlled by the U.S. Government

ORIGIN: Transformers (2007 Movie)

One of the largest cities in the United States, Mission City seems to erupt out of the desert in which it is situated. Like most western towns, Mission City was founded relatively recently. Thanks to the railroads, mines, and a housing boom, however, it is now an economic hub of the Rocky Mountains.

Unfortunately, Mission City was the site of the first large-scale Decepticon attack on Earth. Having escaped from Sector Seven, Megatron rallied his forces to try and obliterate Optimus Prime once and for all. Sam Witwicky stopped him by using the AllSpark on Megatron's core and temporarily shutting him down.

The city then faced intermittent attacks from rogue Transformers for the next several months before Starscream destroyed them (for his own motives). Mission City remains in its rebuilding phase.

DIEGO GARCIA AIRBASE

NAME: Diego Garcia Airbase

DESCRIPTION: Remote, island-based, built atop an atoll, tropical

MAJOR PERSONALITIES: Earthbound Autobots, NEST

STATUS: Controlled by the U.N; supervised by the United States and Autobots

When the Autobots first made diplomatic ties with the governments of Earth, it was decided that they should have a fallback position from which they could contact—or be contacted by—human officials in times of emergency. Diego Garcia Airbase was chosen thanks to its strategic position in the Indian Ocean, close to Asia, Africa, Europe, and Australia, while still featuring enough U.S. military hardware to act as support.

The base itself has been used for a significant period of time as an American staging ground for Middle Eastern Air attacks (primarily during the two Gulf Wars). Its infrastructure can temporarily maintain large groups of individuals, while its isolation allows the Transformers a degree of privacy. Between periods of resting and assaults, the Autobots work with the best diplomats and scientists from Earth to help stop the Decepticon menace on this atoll's many research plants.

PENTAGON ACTION CRISIS CENTER

NAME: Pentagon Action Crisis Center

DESCRIPTION: Governmental, secure, large seating capacity, networked

STATUS: Controlled by the U.S. Government

The nature of the United States' global military superiority demands a place where quick, decisive actions can be made in case of an emergency. The Pentagon features such a location, the Action Crisis Center, in the middle of its complex. Featuring thousands of computers and the top personnel from every field imaginable, the PACC can respond quickly to any global situation—such as when the Transformers made First Contact.

PRINCETON

NAME: Princeton

DESCRIPTION: Collegiate, ivy-covered, world renowned, modestly sized, New Jersey-located

MAJOR PERSONALITIES: Sam Witwicky (undergraduate)

STATUS: Enrolling

Princeton University was founded as the College of New Jersey in 1746. Many intellectuals now rank it as the best university in the world, though graduates of Harvard and other Ivy League schools (not to mention Oxford and Shanghai Jao Tong University) might argue that. Its campus lies within a small town of the same name in the western New Jersey, located between New York City and Philadelphia.

Sam Witwicky attends college at Princeton, though his antics make him less than a model student. His frequent trips to aid the Autobots don't do anything to help his academic standing, either.

PARIS

NAME: Paris

DESCRIPTION: Celebrated culturally, economically vibrant, rough around the edges, ancient, seat of French government

MAJOR EVENTS: The Assault on Paris

STATUS: Rebuilt; Controlled by the French Government

Very few cities have attained the cultural authority that Paris has achieved in the past two thousand years. Humans from around the world recognize the power of this French city, sitting atop the Seine River, maintaining a modern majesty and dignity of grace despite its age.

Paris was the primary site of the first Decepticon attack following the resurrection of Megatron two years after his demise. With Optimus Prime dead and seeking to return to Cybertron, Megatron sought to force the disorganized Autobots into rendering Sam Witicky and his buried knowledge of the AllSpark by kidnapping Sam's parents. Instead, Sam fled to Egypt in an attempt to revive Prime. The Decepticons then left Paris as they turned their attention to the Middle East.

EGYPT

NAME: Egypt

DESCRIPTION: Arid and lush, dry and humid, densely and sparsely populated, desert and urban, ancient, Arabic, Islamic

MAJOR SETTINGS: The Pyramids of Giza

MAJOR EVENTS: Prime's Ascendance

STATUS: Recovering from The Fallen's attack

Egypt has been a part of human civilization since the dawn of recorded history. Although now a modern state and one of the largest Islamic republics, its birth was several thousand years ago, when the first people settled out of the desert to tame the fertile lands surrounding the Nile, laid the foundation for early human knowledge.

At this point in time, the Twelve Primes arrived on Earth in their search for an Energon source that would fuel their existence. Though they did not actively pursue godhood among the early humans living in the Nile Valley, these people (later the Egyptians) worshipped their coming anyway. They became the basis for the religion that would dominate Egypt for the next several thousand years, even after they were killed and entombed within the Pyramids by their fellow Prime, The Fallen.

Much later, the secrets of the Primes are unlocked as Sam Witwicky and the Autobots tried to bring Optimus Prime back to life. Though The Fallen emerges and tries to stop them, the Autobots reactivate the AllSpark and destroy the Fallen before defeating Megatron and the Decepticons as well.

CHICAGO

NAME: City of Chicago

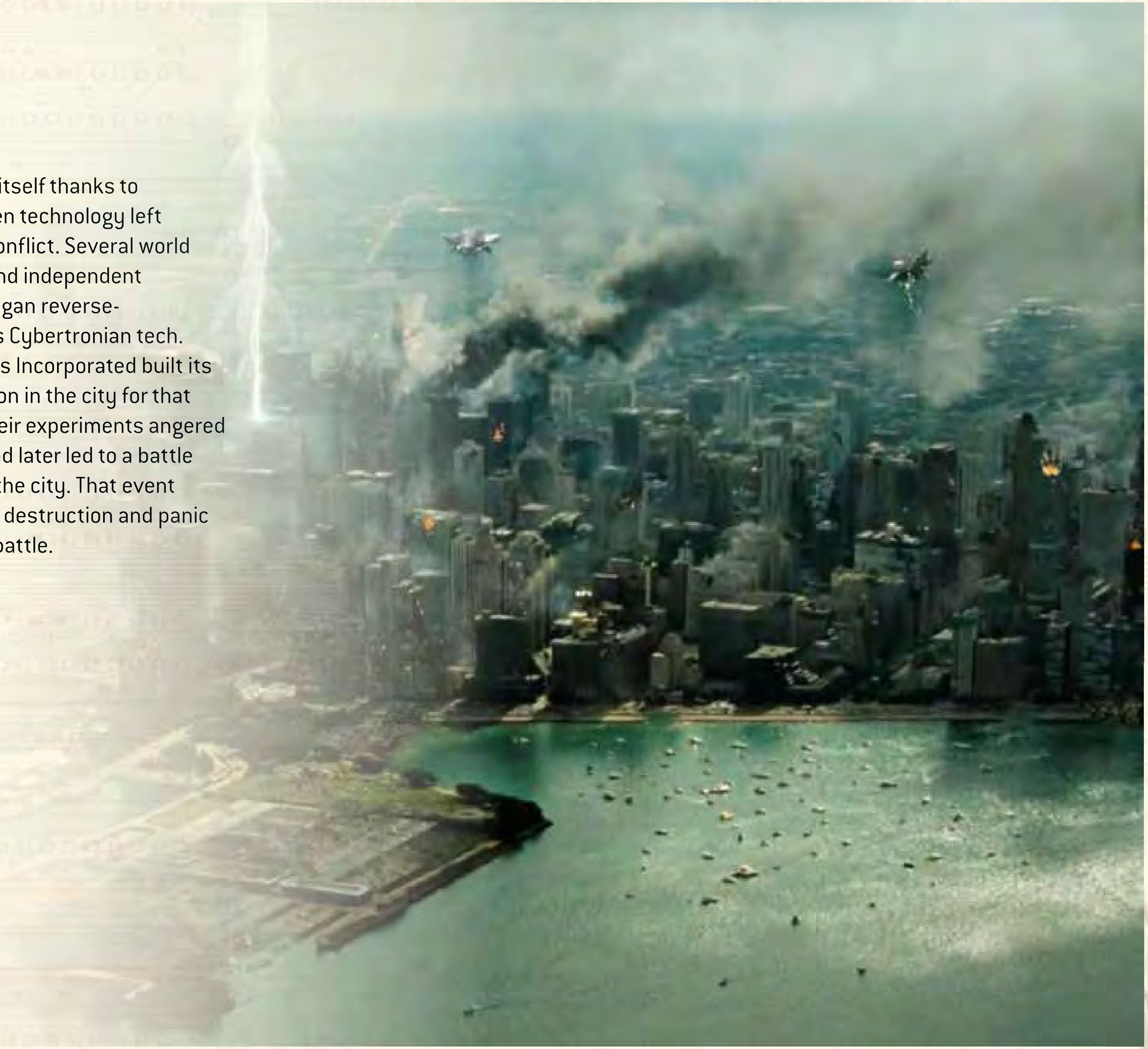
DESCRIPTION: Midwestern, flat, densely populated, orderly

MAJOR EVENTS: The Battle of Chicago

STATUS: Rebuilt, Thriving

Chicago is the largest city in the American Midwest, as well as both a cultural and financial hotspot. It became the first major Earth city to be badly damaged in a Transformers battle. In the Battle of Chicago, the Autobots successfully stopped the Decepticons from opening up a Space Bridge to Cybertron. The widespread destruction that resulted, however, proved to be a catalyst for the end of Human-Cybertronian relations.

The city rebuilt itself thanks to salvageable alien technology left over from the conflict. Several world governments and independent corporations began reverse-engineering this Cybertronian tech. Kinetic Solutions Incorporated built its American division in the city for that very reason. Their experiments angered the Autobots and later led to a battle in the sky over the city. That event created far less destruction and panic than the initial battle.



HONG KONG

NAME: Hong Kong Special Administrative Region of the People's Republic of China

DESCRIPTION: Mountainous, hot, muggy, crowded, cultured

MAJOR EVENTS: The Battle of Hong Kong

STATUS: Under Reconstruction

Over seven million people crowd onto the dozens of islands that make up this port city on the South China Sea. Though administered by the People's Republic of China, its economy and politics have a heavy basis in capitalism and English Common Law due to its previous status as a British Protectorate for more than one hundred and fifty years. Its culture, finances, entertainment, and shipping sectors all affect the globe on a daily basis, making it one of Earth's premier cities.

Hong Kong was the second of two large cities to be damaged during a series of escalating conflicts between Autobots and Decepticons on early 21st century Earth. During the Battle of Hong Kong, the Decepticons and Kinetic Solutions Incorporated attempted to regain control of the Seed. Optimus Prime was able to stop the complete devastation of the city in a last-stand effort on the waterfront.

TAXI STAND
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MOUNT ST. HILARY

NAME: Mount St. Hilary

DESCRIPTION: Extinct volcano, wilderness locale, abundant wildlife, governmentally protected, secluded

MAJOR SETTINGS: The Ark's Remnants, Fox Creek Canyon

ORIGIN: G1 Continuity (Cartoons)

Mount St. Hilary is in Washington State, just outside of Portland. In a way, it couldn't have been a more ideal landing spot for the Autobots. The mountain is relatively remote and hidden by the near-impassable deserts surrounding it.

FOX CREEK CANYON

NAME: Fox Creek Canyon

DESCRIPTION: Dried waterbed, cascading slopes, sparsely vegetated, parched, desolate

ORIGIN: G1 Continuity (Cartoons)

Fox Creek Canyon is located just south of Mount St. Hilary.

RUBY MINES OF BURMA

NAME: Ruby Mines of Burma

DESCRIPTION: Rich, dangerously narrow, isolated, deep flowing, frequently attacked

STATUS: Disputed by the Burmese Government and the Decepticons

Burma has been a hotspot of guerilla warfare for decades, but because of its mineral wealth, the ruling juntas have been able to fund their operations. The nation's Ruby Mines are particularly stocked.

The Transformers, however, desire these mines for a different reason. The gems there are the most potent and richest source of unrefined Energon on Earth. Much like the value Middle Eastern oil represents for the human race, control of these mines could mean the difference between victory and defeat for the Transformers, not just on Earth but also for the entire Cybertronian conflict.

CENTRAL CITY

NAME: Central City

DESCRIPTION: Corrupt, Midwestern, moderate in size, site of frequent Transformer/ Human contact

STATUS: Controlled by the U.S. Government

ORIGIN: G1 Continuity (Cartoons)

As the Transformers become familiarized with human beings, and vice versa, their excursions bring them into more frequent contact with the general populace. Central City is one of the first locations that such contact occurs.

It is located close to the Transformers' base that will eventually become Autobot City. It is a small city, with a football team, a thriving downtown area, and more than a little bit of corruption in its political offices. It is an ideal cauldron for the Transformers to understand the complexity of human interaction and culture.

They quickly realize they will have to tread very carefully as they begin to assimilate into terran culture. Who knows what the devious minds of Central City's elites have planned for the walking technology-boosters known as the Autobots?

DECEPTICON BASE

NAME: Decepticon Base

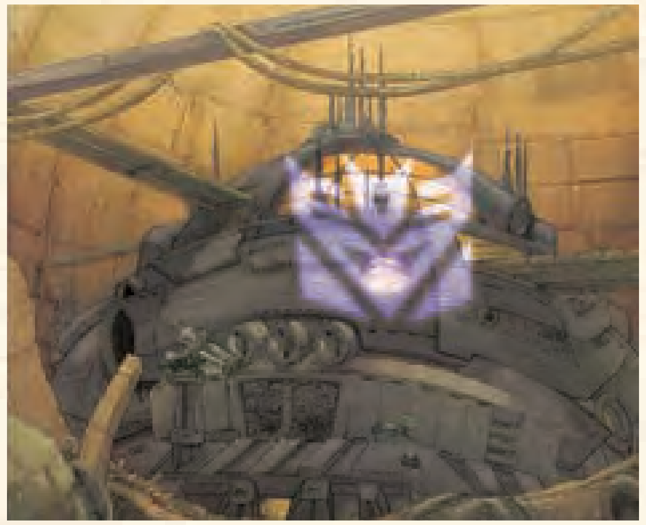
DESCRIPTION: Reconstructed, cloaked, submarine, well defended, well situated, cybernetic

MAJOR PERSONALITIES: Earthbound Decepticons

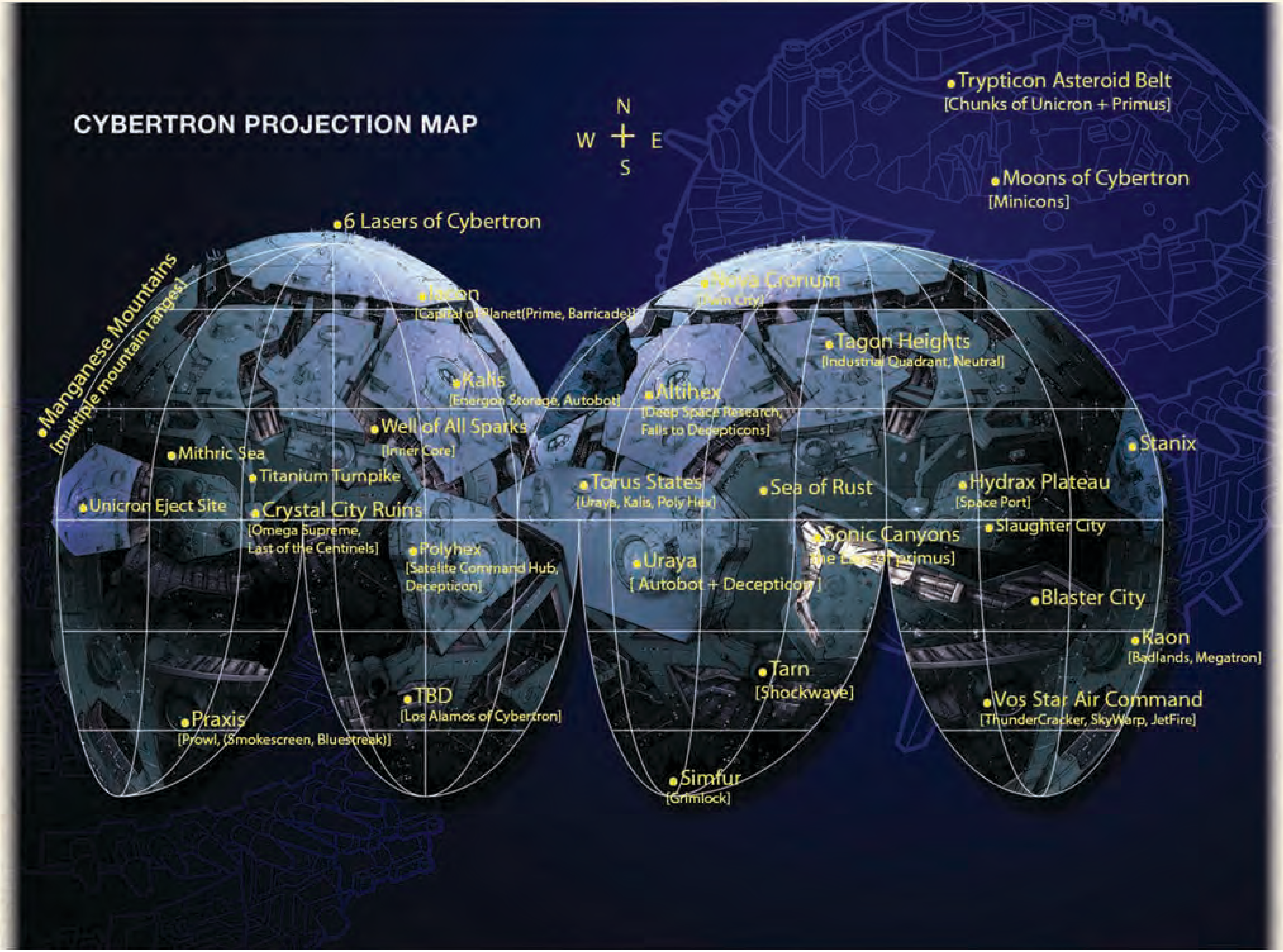
STATUS: Hidden

ORIGIN: G1 Continuity (Cartoons)

Far below the surface of the Pacific Ocean lies the Earth base of the Decepticons. Appropriating remnants of the ship they used for crossing the Space Bridge into Earth-proximate space to build their headquarters, the Decepticons found an underwater base to be ideal for their battles. It was easy to hide, close to population centers in North America and Asia, and easily defensible.



When travel to their base on the far-distant Ice Planet is too much of a burden, the Decepticons strategize, organize, and launch from their Earth base. It provides all of the technology that they require without being located several light years away.


CYBERTRON PROJECTION MAP
N
W
E
S
Trypticon Asteroid Belt
[Chunks of Unicron + Primus]
Moons of Cybertron
[Minicons]
6 Lasers of Cybertron
Manganese Mountains
[multiple mountain ranges]
Iacon
[Capital of Planet(Prime, Barricade)]
Nova Cronum
[Dawn City]
Tagon Heights
[Industrial Quadrant, Neutral]
Kalis
[Energon Storage, Autobot]
Altihex
[Deep Space Research, Falls to Decepticons]
Well of All Sparks
[Inner Core]
Mithric Sea
Titanium Turnpike
Stanix
Unicron Eject Site
Crystal City Ruins
[Omega Supreme, Last of the Centinels]
Torus States
[Uraya, Kalis, Poly Hex]
Sea of Rust
Hydrax Plateau
[Space Port]
Slaughter City
Sonic Canyons
[the Ears of primus]
Polyhex
[Satelite Command Hub, Decepticon]
Uraya
[Autobot + Decepticon]
Blaster City
Kaon
[Badlands, Megatron]
Tarn
[Shockwave]
TBD
[Los Alamos of Cybertron]
Vos Star Air Command
[ThunderCracker, SkyWarp, JetFire]
Praxis
[Prowl, (Smokescreen, Bluestreak)]
Simfur
[Grimlock]

Cybertron. This planet is the center of all Transformer culture. It is where all Transformers are created and where all must return when their life spans have ceased. Millions of Transformers still call it home, striving to make a life for themselves after years of civil strife and political upheaval, as well as the organized chaos of Cybertron's ever-transforming streets. What the citizens of Cybertron don't know is the ancient secret their planet holds deep within its core that could alter the life of all Transformers as they know it.

Cybertron is Primus and Primus is Cybertron. The two are one and the same. After having fought Unicron for billions of years, Primus eventually tricked Unicron into a conjoined transformation that turned them into a giant planet to serve as both prison and a stalemate in their long battle.

He then formed the Thirteen out of bits of his Spark, and later also formed the Transformers as we know them today. With the knowledge of the universe stored in his mainframe, Primus believed that he had finally reached an everlasting peace of a kind, and with each bit of his soul he released to create a new Transformer, Primus hoped to spring forth sentient beings who would serve the forces of Creation and help to combat Unicron's far-reaching goals.

Over time, Unicron expelled himself from the core of Cybertron. To serve Cybertron's growing needs, Primus had split himself into too many parts to ever reassemble back into his true form. The Thirteen vanished, and the Decepticons rose to foment a civil strife that laid waste to much of Cybertron's surface.

With Primus's reserves of Energon dwindling, it is a dark time for the galactic demigod who once indirectly ruled the universe. Unless the Transformers unlock the secrets within the core of their home planet, Cybertron will die, along with all who dwell there.

Cybertron

DESCRIPTION: Cybernetic, ancient, a massive Transformer, vast, strident, war torn, metallic, mechanoid

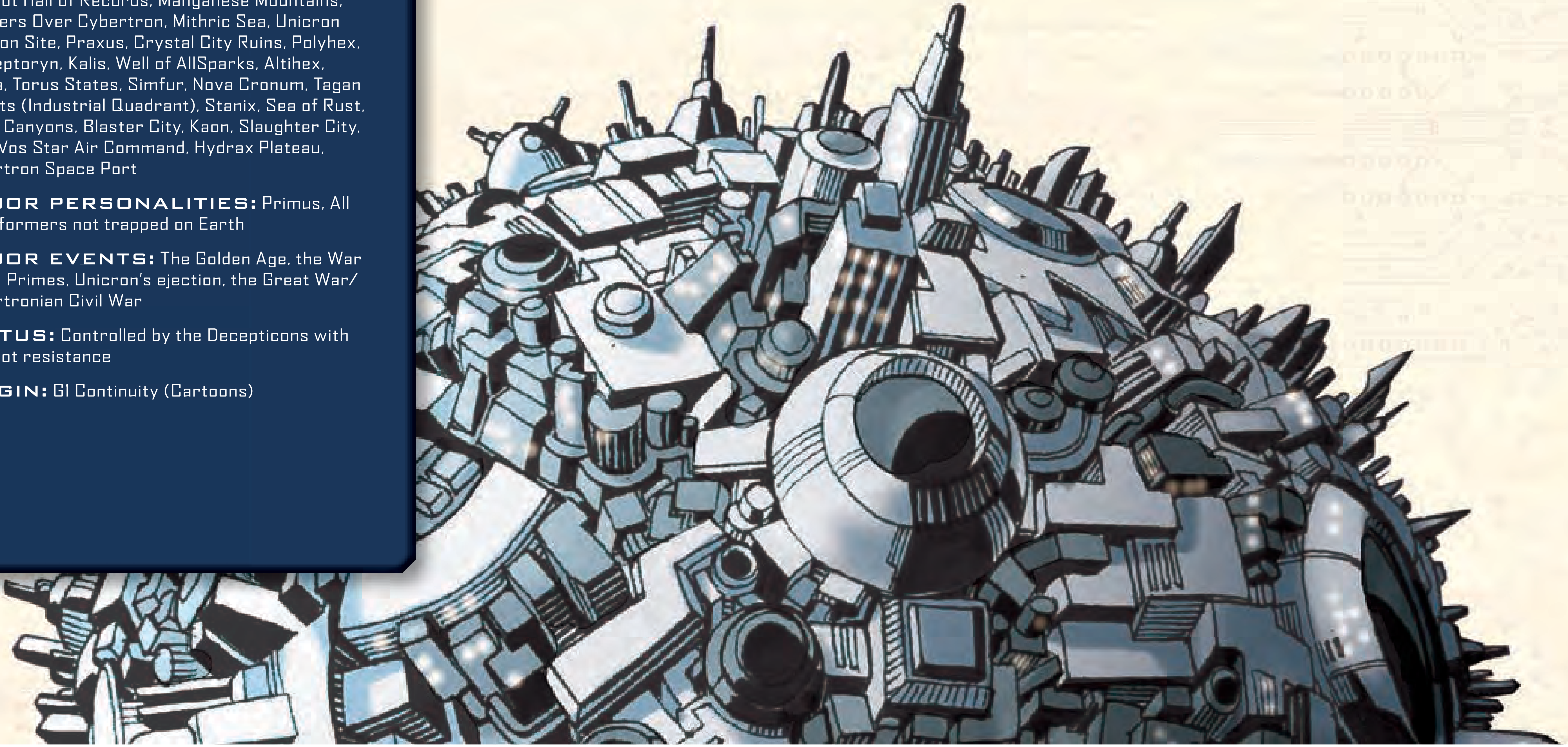
MAJOR SETTINGS: Cybertron Moon Bases, Trypticon Asteroid Belt, Underworld, Iacon, Autobot Hall of Records, Manganese Mountains, 6 Lasers Over Cybertron, Mithric Sea, Unicron Ejection Site, Praxus, Crystal City Ruins, Polyhex, Perceptoryn, Kalis, Well of AllSparks, Altihex, Uraya, Torus States, Simfur, Nova Cronum, Tagan Heights (Industrial Quadrant), Stanix, Sea of Rust, Sonic Canyons, Blaster City, Kaon, Slaughter City, Tarn, Vos Star Air Command, Hydrax Plateau, Cybertron Space Port

MAJOR PERSONALITIES: Primus, All Transformers not trapped on Earth

MAJOR EVENTS: The Golden Age, the War of the Primes, Unicron's ejection, the Great War/Cybertronian Civil War

STATUS: Controlled by the Decepticons with Autobot resistance

ORIGIN: G1 Continuity (Cartoons)



CYBERTRON MOON BASE ONE

DESCRIPTION: Battle-scarred, small, base of resistance, cybernetic, Transformable, Orbital distance 170,000 km from Cybertron's Surface

MAJOR SETTINGS: Mini-con Sector Alpha, Autobot Moon Base One

MAJOR PERSONALITIES: Mini-cons, Optimus Prime, Ironhide, Jazz

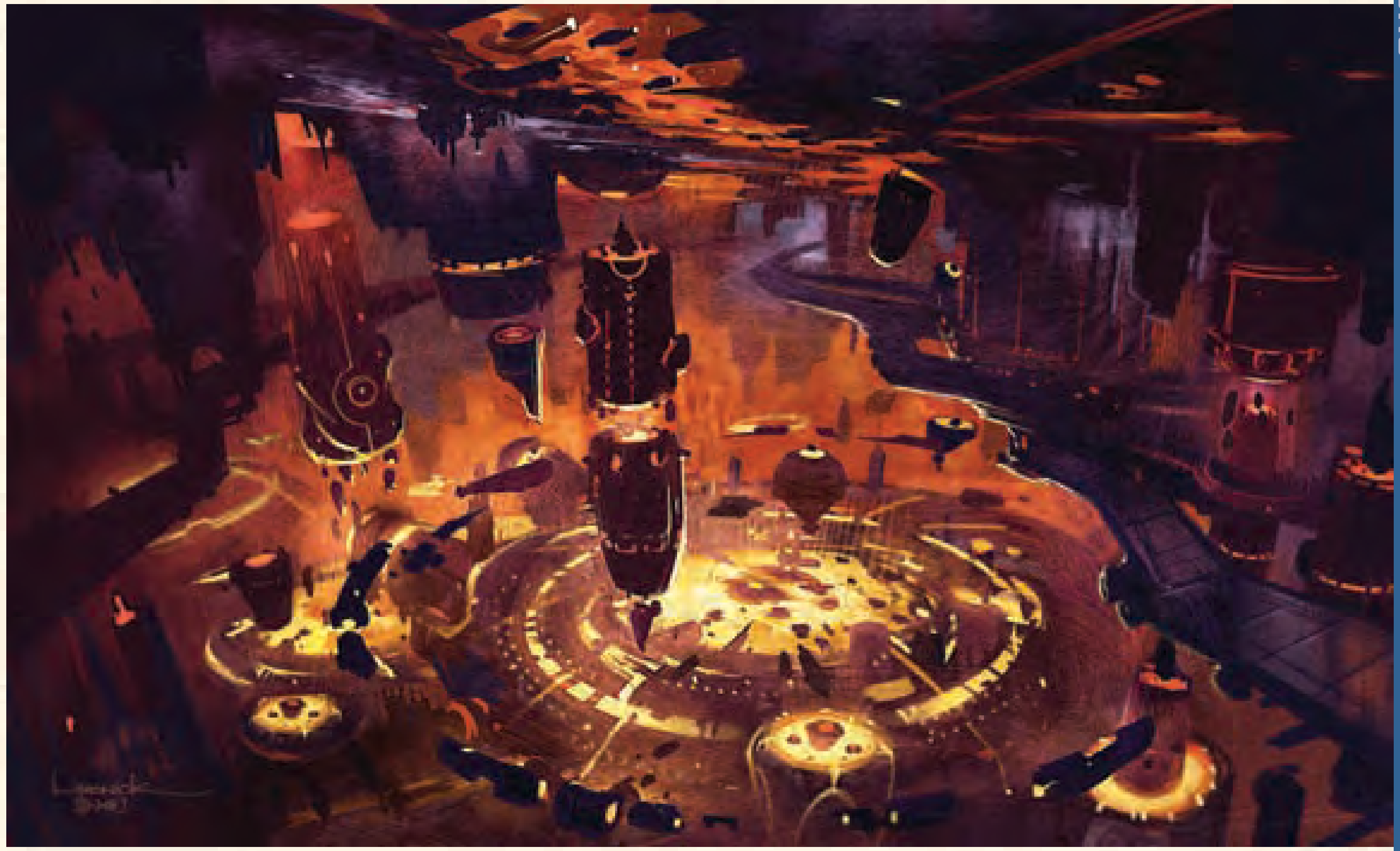
MAJOR EVENTS: The Moon Base Battles, Autobot headquarters during The Great War

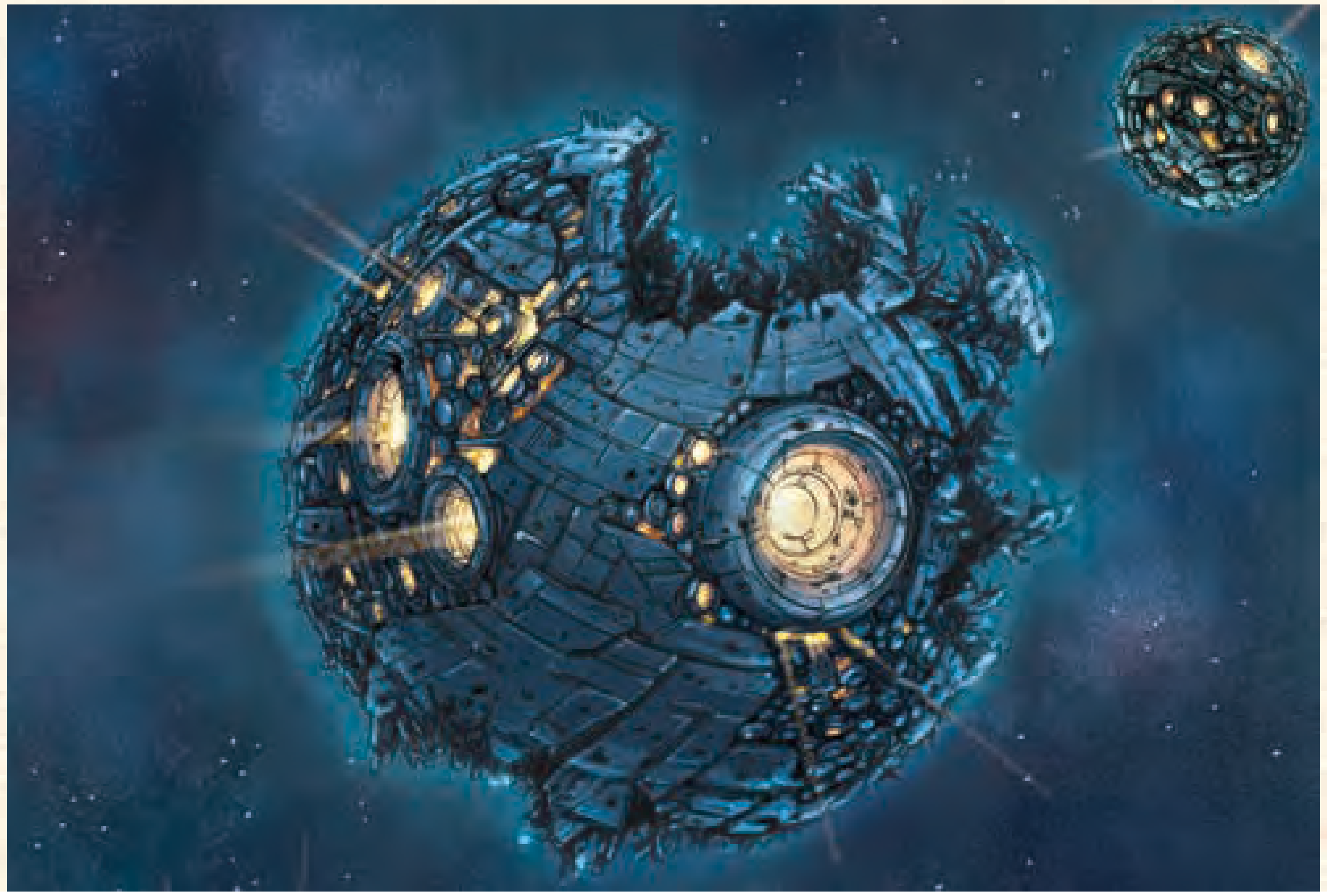
STATUS: Controlled by Autobots, disputed by Mini-cons

ORIGIN: G1 Continuity (Cartoons)

As Unicron ejected from his pseudo-womb within Cybertron, some pieces of Cybertron erupted into orbit. This detritus eventually coalesced into the twin Cybertronian moons. The Transformers settled them early after the departure of the Primes, though their distance kept them both relatively removed from the struggles on Cybertron.

This made the moons ideal for the Mini-cons who would later make them their home. Tired of having their villages on Cybertron continuously raided by their larger cousins on both sides of the Civil War, the Mini-cons established their own society on the moons. The moon settlement also came under fire when the Decepticons overran Cybertron, forcing the Autobots to regroup on the Moon Bases.





Using the Mini-cons, both voluntarily and involuntarily, the Autobots manage to hold off the Decepticon attack until the dwindling Energon reserves forced the groups into a de facto ceasefire. Most battles pitched by the two factions are now fought guerilla-style on the surface of Cybertron, leaving the twin moon bases as the only native lands left to the Autobots.

CYBERTRON MOON BASE TWO

DESCRIPTION: Battle-scarred, small, base of resistance, cybernetic, Transformable, Orbital distance 220,000 km from Cybertron's Surface

MAJOR SETTINGS: Mini-con Sector Beta

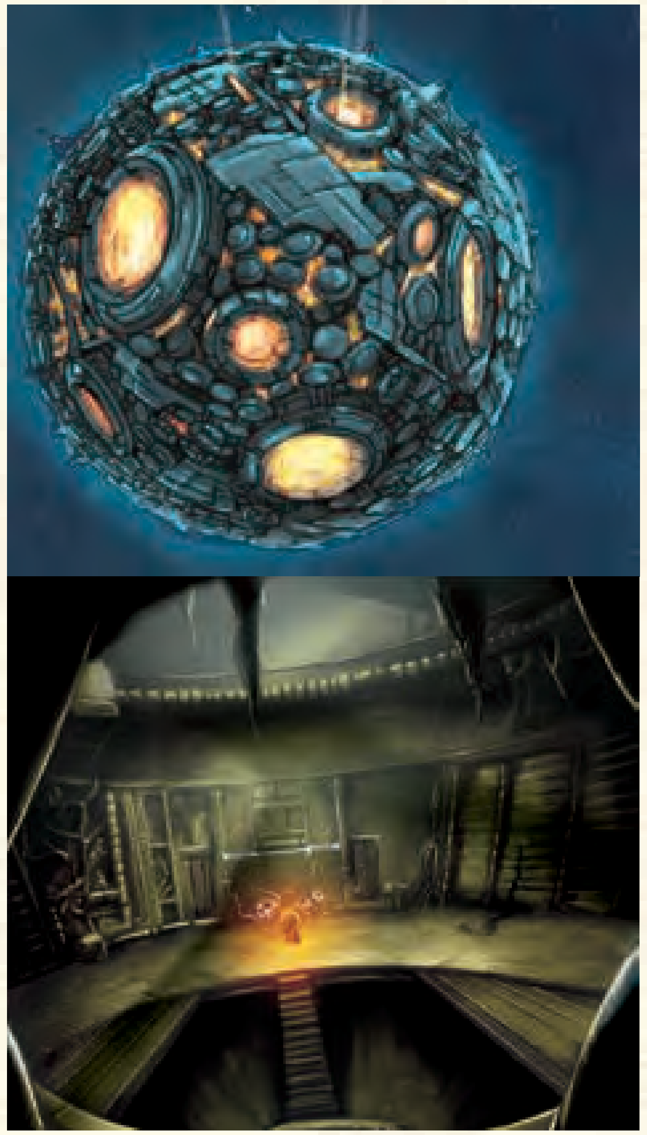
MAJOR PERSONALITIES: Mini-cons

MAJOR EVENTS: The Moon Base Battles

STATUS: Controlled by Autobots, disputed by Mini-cons

ORIGIN: GI Continuity (Cartoons)

This is the other moon of Cybertron, notable for the strength of the Autobot presence there. Mini-cons are largely absent from its surface, as they remain mostly on the first moon, but there is enough of a population to cause some friction with the large contingent of Autobot soldiers.



TRYPTICON ASTEROID BELT

DESCRIPTION: Created by Primus and Unicron, composed of thousands of small asteroids, metallic, Energon-depleted, pieces that broke off Cybertron

MAJOR EVENTS: The Trypticon Offensive, Battle of the Asteroid Belt, Trypticon Orbital Debris

STATUS: Disputed Control by Autobots and Decepticons

ORIGIN: GI Continuity (Cartoons)

The asteroid field in Cybertron's orbit is very much like the one to be found in Earth's solar system, except it is made up of pieces of Primus and Unicron. This zone, the Tryticon Asteroid Belt, houses Energon that helps fuel the Civil War. Though it has become depleted as of late, its minerals and metals are still the backbone of both Autobot and Decepticon production.

The Belt becomes one of the main sites of conflict within Cybertronian Space. As larger planetoids become devoid of material, battles are fought over territory and shipping space. Each wave of attacks increase the need for defense, exponentially raising the requirement for Energon. The irony being that the more they fight, the sooner the comets that house the defensive capabilities will deplete their energy stores and become useless to both parties. It is a battle of attrition, but for now, the Autobots and Decepticons fight on.

UNDERWORLD

NAME: Underworld

DESCRIPTION: Transformable, dark, deep, ever-changing, mutant population, hazardous

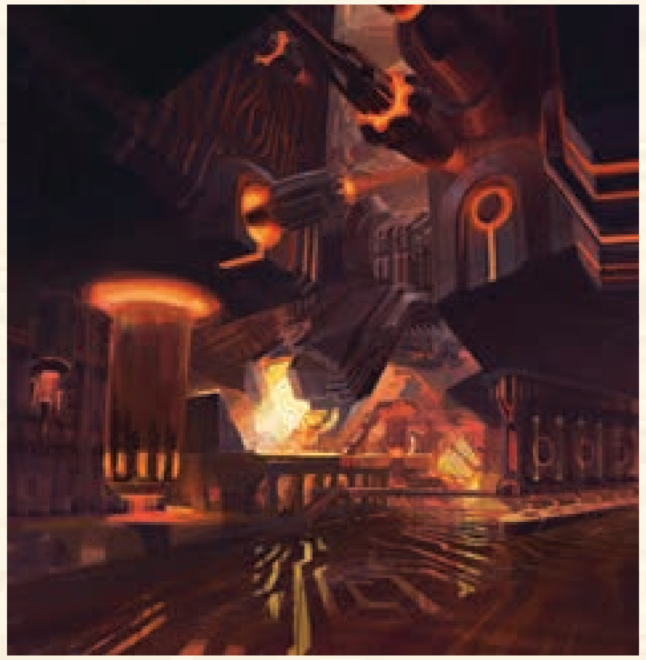
MAJOR SETTINGS: The Core, the Well of AllSparks

MAJOR PERSONALITIES: Mutated Transformers

MAJOR EVENTS: Trials by Fire

STATUS: Uncontested

ORIGIN: G1 Continuity (Cartoons)



The majority of Cybertronian society exists atop the very upper levels of their planet's surface. Few venture into the bowels of the planet, for there are many dangers in the dark. Awaiting any who journey below are booby traps, endless passages, and different tribes of Transformers that don't take kindly to the Topworlders. It was once popular for Transformers to undergo a "Trial by Fire" by making a run through the upper realms of the Underworld, but this coming-of-age ritual hasn't been practiced for millions of years.

Though there are secret troves of information in the Underworld that could help one side or the other win the war, they remain hidden for the time being. The cost in retrieving them is too great. The paths are ever changing and those who knew of the safest routes are now all dead, taking with them a chance to save Cybertron from destruction.

IACON

DESCRIPTION: Autobot stronghold, originally pristine, now devastated. Vast, sparsely populated, former seat of Cybertronian power, cybernetic

MAJOR SETTINGS: Autobot Hall of Records

MAJOR PERSONALITIES: Ultra Magnus

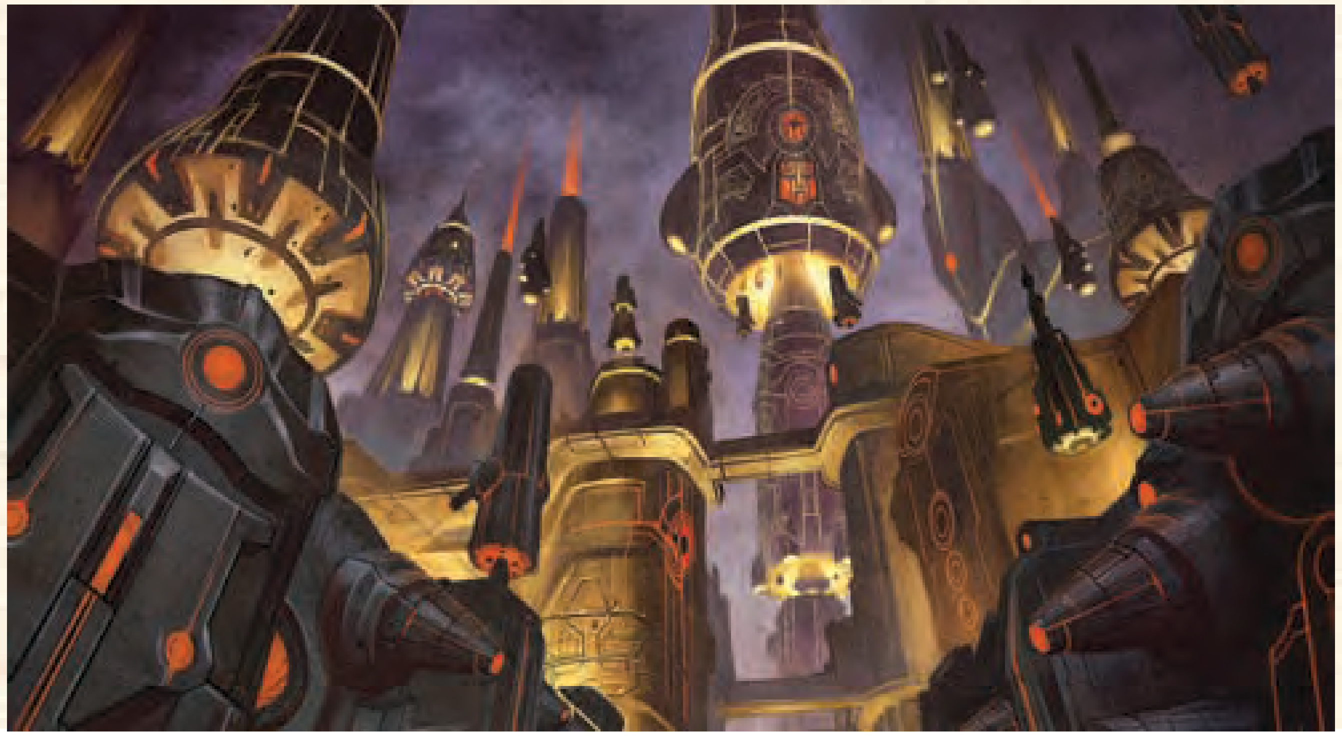
MAJOR EVENTS: The Siege of Iacon

STATUS: Partially Destroyed, controlled by the Autobots

ORIGIN: G1 Continuity (Cartoons)

The city-state of Iacon, located near the Cybertronian North Pole, became the center of Transformer society after the War of the Primes. The Senate, High Council, and Hall of Records were all located there. Due to this, most of the economic and political power on the planet flowed through Iacon for thousands of years. That is, until the Decepticons rose and made Iacon the focus of their assault. For its prominence in representing both the Autobots' control and the caste system on Cybertron, the Decepticons determined that Iacon City had to fall.

Subsequent to the departure of Prime and the Ark, Iacon's strong defenses made it one of the last bastions of major Autobot resistance. Though Shockwave and the Decepticons never managed to secure Iacon, their continued assaults on the location left the city in ruins. By the end, only a few Autobots remained from the millions that had once inhabited its splendor.



AUTOBOT HALL OF RECORDS

NAME: Autobot Hall of Records

DESCRIPTION: Cybernetic, majestic through damage, houses all Cybertronian records.

MAJOR PERSONALITIES: Orion Pax

MAJOR EVENTS: The Siege of Iacon

STATUS: Partially destroyed, controlled by the Autobots

ORIGIN: G1 Continuity (Cartoons)

Before Orion Pax became Optimus Prime, he worked as a data-entry clerk in the Autobot Hall of Records. Here, every piece of history—from the secrets of the galaxy to the tiniest scrap of administrative minutia—was recorded and kept for future reference.

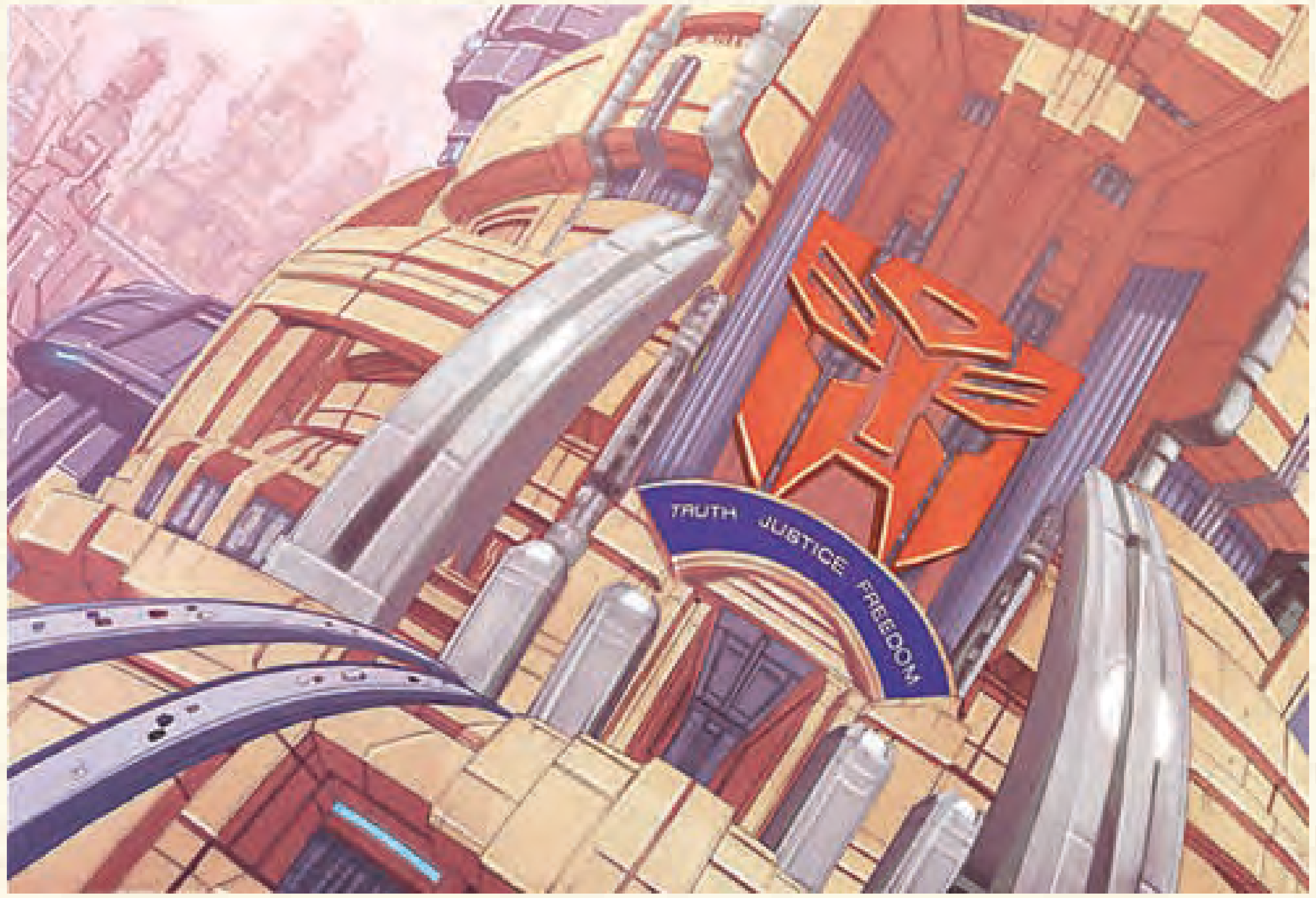
Though generations of Transformers had passed through its mammoth corridors in search of information that would enlighten their study, Pax couldn't have been lower on the totem pole. Along with the thousands of other clerks, it was his job to continuously feed the mainframe daily bits of datum so that everything on Cybertron would be properly catalogued.

This had an unexpected benefit. Pax, unlike his fellows, read every piece of news that he input or scanned into the record. Because of the absolutely mammoth amount of history stored in the vaults, no one individual could ever absorb it all, but Pax began to see the patterns that Cybertronian history had taken, and so, was one of the first Autobots to support the Decepticon cause.

Pax's reasoned support for civil rights could not crumple the wall of intransigence that buttressed the Autobots' perceptions. And so, the Great War began.

The Hall of Records was badly destroyed during the initial fighting, the result of both indirect fire and deliberate assaults by Megatron and his followers. Much of the history glorifying the Autobots was destroyed to make way for the new age, where Megatron would rule and Cybertron would be at peace.

What Megatron didn't know was that the Hall archives contained dozens of redundant backups buried deep with the planet's core. Those archives remain hidden for the present.



MANGANESE MOUNTAINS

NAME: Manganese Mountains

DESCRIPTION: Lengthy, Highest point on Cybertron, partially toxic, metallic

STATUS: Uncontested

ORIGIN: G1 Continuity (Cartoons)

While Cybertron is purely mechanical in nature, a few “mountain” ranges have formed from the folds and ridges in the planet’s crust. One of these is the Manganese, a series of hills that form a dividing line between some of the most polluted sectors of Cybertron and some of the least. Very few Transformers live on the contaminated faces of the range, preferring the cleaner and more picturesque side. Criminals and political refugees will sometimes brave the tainted fronts in their haste to escape authorities. Though unsubstantiated at this time, rumors persist of horrifying beings that live in the crags of those tainted lands…

SIX LASERS OVER CYBERTRON

NAME: Six Lasers Over Cybertron

DESCRIPTION: Theme park, beloved landmark, dozens of rides, located on Cybertron’s North Pole

STATUS: Destroyed

ORIGIN: G1 Continuity (Cartoons)

This is an amusement park from the Golden Age of Cybertron. It survived at least through the end of the Beast Wars saga, but was destroyed during the Autobot-Decepticon Civil War. Unofficially considered a cease-fire zone for both sides, its loss is mourned by both sides.

MITHRIC SEA

NAME: Mithric Sea

DESCRIPTION: Striking, chemical in composition, oily, immense, deep, unblemished

STATUS: Uncontested

ORIGIN: G1 Continuity (Cartoons)

The Mithric Sea is not a body of water. Most humans wouldn’t even recognize it as anything akin to a sea, either. It is a region of constantly shifting chemicals and oils, some of which are harvested by Transformers, most of which are simply inert. Despite its description, it is actually a unique and beautiful location, one of the few to survive the Civil War largely untouched.

UNICRON EJECTION SITE

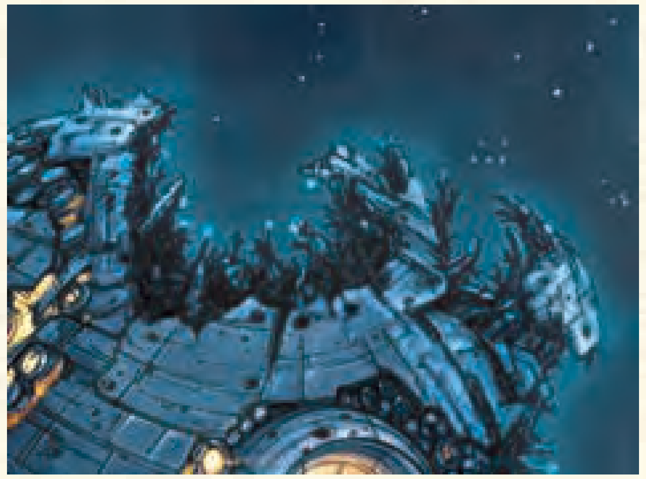
NAME: Unicron Ejection Site

DESCRIPTION: Disfigured, cavernous, non-traversable

MAJOR EVENTS: Unicron's Ejection

STATUS: Partially rebuilt

ORIGIN: G1 Continuity (Cartoons)



When Unicron split from his housing inside Cybertron, his ejection left a massive scar on the surface of the planet. The Transformers were created in part to help heal this large wound on the surface of Primus. The visible geological remnants of that upheaval remain to this day, though the edges of it have softened somewhat in the intervening years, as Transformers have built around the ancient site. The location is considered unstable, but the spectacle it reveals—the innards of Cybertron—make it a wonder to civilians and scientists alike.

PRAXUS

NAME: Praxus

DESCRIPTION: City-state, engineering marvel, once majestic, now shattered

MAJOR SETTINGS: Helix Gardens, the Assembly, the Avenue

MAJOR PERSONALITIES: Prowl, Bluestreak

MAJOR EVENTS: The Battle of Praxus

STATUS: Destroyed

ORIGIN: G1 Continuity (Cartoons)

Like many of the regions of Cybertron, Praxus was once a testament to the ingenuity of Transformers. With features like the Helix Gardens, the Assembly, and the Avenue—all places of scientific and cultural progress—many of the most forward-thinking Transformers made this city-state home, among them Prowl and Bluestreak.

This progressive attitude made Praxus a hotbed of early Decepticon demonstrations. Later, this turned to bloodshed. Both Autobot and Decepticon forces wished to control the city, but their warfare rendered the entire region a wasteland. Praxus has yet to be rebuilt; its former majesty now lies desolate as the Decepticons move on to other projects.

CRYSTAL CITY RUINS

NAME: Crystal City Ruins

DESCRIPTION: Wondrous, obliterated, cavernous

MAJOR PERSONALITIES: The Constructicons, Starscream, Omega Supreme

MAJOR EVENTS: The Crystal City Bombardment

STATUS: Destroyed

ORIGIN: G1 Continuity (Comics)

Crystal City was once a shining beacon of Transformer ingenuity. Constructed out of tempered minerals, its translucent sheen made it visible for dozens of miles. Many scientists—including Starscream—made it their home due to its beauty and elegance. However, as a symbol of Autobot aristocracy, it became a target for Decepticon attacks.

Omega Supreme guarded the Crystal City until its ultimate destruction at the hands of the very beings that built it: the Constructicons. Luring their friend away, the Constructicons then set about destroying the architectural marvel. Its ruins stand as a reminder to all of the Decepticons' enemies: defy us and die.

POLYHEX

NAME: Polyhex

DESCRIPTION: City-state, Torus state, Decepticon-aligned, mechanoid, politically radical, relatively untouched

MAJOR SETTINGS: Dead End, Decepticon stronghold

MAJOR PERSONALITIES: Ratbat, Ultracons

STATUS: Controlled by the Decepticons

ORIGIN: G1 Continuity (Cartoons)

Polyhex was one of the first Autobot regions to fall in the early days of the Cybertronian Civil War. It is not close to the areas traditionally controlled by the Decepticons. However, many converts to their cause, including Ratbat, come from this area. Thanks to their work behind the lines, Megatron and Starscream were able to overrun much of the state before the Autobots knew what was going on.

A few notable locations are housed within the boundaries of Polyhex, including the Dead End, home of the Empties. A sleeper cell of Autobots make Polyhex their base of operations, gathering as much information as they can, which they then relay to Ultra Magnus.

Last, but not least, Polyhex contains a secret Decepticon stronghold where many clandestine meetings have been held since the beginning of the war. After Megatron's disappearance, Ratbat's Ultracons used this as their home base.

PERCEPTORYN

NAME: Perceptoryn

DESCRIPTION: Secret in nature, well protected, cybernetic, the Los Alamos of Cybertron

STATUS: Controlled by Decepticons

ORIGIN: G1 Continuity (Comics)

Even Transformer research into highly dangerous technologies must be conducted in seclusion and secrecy. Experiments and research into nuclear Fusion, G-Bombs, and tachyon energy are all done at this location. Due to the secrecy surrounding such projects, not much is known about Preceptoryn.

KALIS

DESCRIPTION: City-sized, Torus State, energy producer, heavily contested, secure

MAJOR SETTINGS: Kalis Fusion Reactor

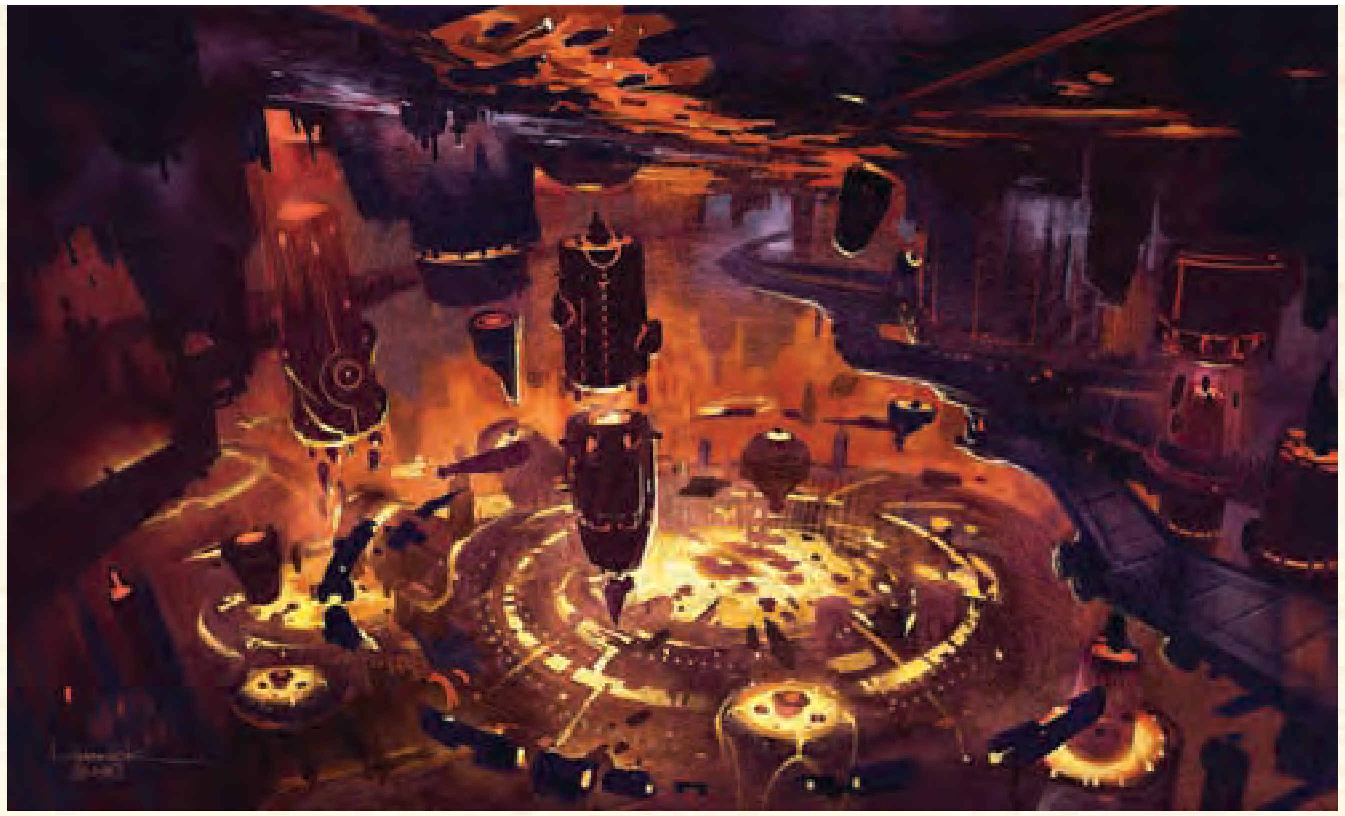
MAJOR EVENTS: The Siege of Kalis

STATUS: Controlled by Autobots

ORIGIN: G1 Continuity (Comics)

The dwindling supplies of Energon left on Cybertron are housed at Kalis. The entire region is located over a massive fusion reactor, which uses the energy to power much of Cybertron. Despite heavy flak from persistent Decepticon attacks, Autobots still maintain control and use of the site.

Before he hurtled into Earth-proximate space, Megatron had begun putting into motion plans to utilize Kalis's reactor to power a massive engine that would launch Cybertron across the universe. Such a powerful mechanism would destroy Kalis and its surrounding areas, but would give the Decepticons the drive to take over the galaxy. His plans were put on hold after his disappearance. It was considered that the Decepticons' need for the Energon reserves of Kalis were too great to waste it in such a singular scheme.



WELL OF ALLSPARKS

NAME: Well of Allsparks

DESCRIPTION: The Core of Cybertron, concealed within Cybertron, deep, Transformers' source

MAJOR PERSONALITIES: Primus

STATUS: Undiscovered

ORIGIN: G1 Continuity (Comics)

The Well of AllSparks is the fount from which Primus birthed the Cybertronian race. It is the direct conduit for the life-force of Cybertron's living god, and was partially sealed to prevent his rival, Unicron, from locating the planet and destroying Primus' creations. When all Transformers die, their sparks return to the Well to be "judged" and reborn.

Though the actual location of the Well is generally known, access to the site is greatly limited. It is somewhere in the core of the planet, but the rebirthing process wipes most (if not all) memories of reborn Cybertronians, rendering them unable to recall how they were brought back to life. If any do retain memories the Well, they are hazy, as if from a dream.

ALTIHEX

NAME: Altihex

DESCRIPTION: City-sized, Torus state, Decepticon stronghold, economically vibrant, relatively stable

MAJOR SETTINGS: Deep space research facilities

MAJOR EVENTS: Sentinel Prime's Assault

STATUS: Controlled by Decepticons

ORIGIN: G1 Continuity (Comics)

Altihex is the site of one of the very first Decepticon uprisings. Bombs and guerilla warfare ravaged the region before Sentinel Prime took it upon himself to quell the insurgency. As Altihex descended further into chaos, Sentinel Prime's brutal actions cost him his life and much sympathy for the Autobots' cause.

Though its Torusian allies attempted to settle Altihex early, stability didn't come until the Decepticons had completely overrun and consolidated the site. They required the Deep Space Research Facilities that formed the foundation of the Altihexian economy. Having secured them, the Decepticons expanded outward from Cybertron, like a virus. Only very basic token resistance remains in Altihex. Decepticons now run everything from the base to the upper echelons of its culture.

URAYA

NAME: Uraya

DESCRIPTION: City-sized, Torus state, neutral, hotly contested

MAJOR SETTINGS: Urayan production zone

STATUS: Partially Destroyed, Neutral

ORIGIN: G1 Continuity (Cartoons)

This Torus state is neither allied with the Autobots or the Decepticons. Its neutrality has cost its citizens dearly as neither side takes care to stabilize a region that they cannot control. Though its production facilities make it a valued commodity in the war, it is not considered nearly as important as the other Torus States.

SIMFUR

NAME: Simfur

DESCRIPTION: Gloomy, southern, hazy, Autobot stronghold

MAJOR PERSONALITIES: Grimlock

STATUS: Controlled by the Autobots

ORIGIN: G1 Continuity (Comics)

Simfur is a region near the center of Cybertron's South Polar Region. It was the home to Grimlock and many other Dinobots before their expulsion. After becoming the leader of the Autobot forces, Optimus Prime provided a distraction at Simfur while Bumblebee guarded the AllSpark at Tyger Pax. However, Megatron saw past the diversion and moved straight into Tyger Pax.

TORUS STATES

NAME: Torus States

DESCRIPTION: Nationalistic, formerly united, war torn

MAJOR SETTINGS: Uraya, Polyhex, Altihex, Kalis

STATUS: Contested by Autobots, Decepticons, and Neutrals

ORIGIN: G1 Continuity (Comics)

Uraya, Kalis, Altihex, and Polyhex make up the Torus States of Cybertron. These are (or rather, were) semi-autonomous regions located near the equator of the planet where the rule of law was supreme in the age before the Great War. Most of the independent or neutral Transformers hail from the Torus States for this reason.

The states are only loosely affiliated, an independence that was only exacerbated by the outbreak of war. The Decepticons control most of the region, with the Autobots forced to form small pockets of resistance.

The shared cultural identities of the Torusians remain quite alive, as they try to refrain from picking sides in the battle. This has cost many of them their freedom or their lives, but has kept the Torus States at least somewhat stable despite the chaos that engulfs their streets.

NOVA CRONUM

NAME: Nova Cronum

DESCRIPTION: Region-sized, philosophically vibrant, now deserted

MAJOR EVENTS: The Massacre of Nova Cronum

STATUS: Controlled by the Decepticons; Empty

ORIGIN: G1 Continuity (Comics)

Nova Cronum has been called the Twin City, Iacon City's Brother and "the mind of the body." The great Cybertronian philosophers flocked to Nova Cronum during the Golden Age to discuss life, the universe, and everything in-between. The Republic and High Council routinely requested advice from the top minds of the region, although the leaders didn't always heed the thinkers' wisdom.

When the Decepticons began their siege of Iacon, they marched into Nova Cronum to use it as a command post. Keeping the buildings intact for aesthetic reasons, Megatron led a purge of those who had not fled upon his approach.

As the fight to control Iacon has moved further and further towards the inner heart of that city, Nova Cronum is now essentially a ghost town.

TAGAN HEIGHTS

NAME: Tagan Heights

DESCRIPTION: Industrial, shattered, polluted, once wealthy

MAJOR EVENTS: The Battle of the Constructicons

STATUS: Partially destroyed, disputed control

ORIGIN: G1 Continuity (Comics)

For millions of years, the Tagan Heights region produced nearly half of Cybertron's overall industrial output. Jobs were plentiful in this area, as the demands of the planet were always greater than the ability of Tagan to supply. This fruitful period didn't slow down with the advent of the war. Instead, the Autobots and Decepticons spent most of their resources securing zones of influence within the region to consolidate production output they could control.

This all changed with the disappearance of Optimus Prime and Megatron. Ratbat and Shockwave, each vying for power, began a systematic assault on each other for ultimate control of the Transformers' manufacturing base.

Springer and the Wreckers used the opportunity to seize the outer perimeters, which were suffering from low-morale. Then the Constructicons formed Devastator, which was countered by the Protectobots forming Defensor.

When the dust cleared, much of the Heights lay in ruin. Only the outer regions still remain at a fruitful level of production capacity.

STANIX

NAME: Stanix

DESCRIPTION: Military post, uncontested, Decepticon stronghold

MAJOR SETTINGS: Fort Scyk

MAJOR EVENTS: The Battle of Stanix

STATUS: Controlled by Decepticons

ORIGIN: G1 Continuity (Comics)

The Decepticons quickly conquered Stanix in order to establish a strong base of operations by controlling Fort Scyk. The Autobots barely contested the fight, preferring to redeploy their forces elsewhere.

BLASTER CITY

NAME: Blaster City

DESCRIPTION: Large, ideologically rigid

STATUS: Controlled by Decepticons

ORIGIN: G1 Continuity (Comics)

This is yet another city-state on Cybertron, located close to Kaon. It was one of the other major birthing points of the Decepticon ideology.

SONIC CANYONS

If one wants to find tough Transformers, the Sonic Canyons should be the first place you look. Its valleys and trenches are the birthplace of the sort of hard-hitting characters that both Autobots and Decepticons want on their side of the fight. Unfortunately, due to the unsavory nature of the location, many of them wind up on the Decepticon's side of the fight.

Paradoxically, the Sonic Canyons contain among the most accessible bits of Primus to be found on Cybertron. Though few Transformers realize it, they are Primus' sensory organs in the form of resonating structures that allow him to collect data from across the galaxy. The Vector Sigma supercomputer then reformats the information so that it is easier for Primus to comprehend.

NAME: Sonic Canyons

DESCRIPTION: Subterranean, dangerous, linked to the Core, Cybernetic Funnel, region-sized

MAJOR SETTINGS: Vector Sigma CPU Housing

MAJOR PERSONALITIES: Primus

STATUS: Controlled by Decepticons

ORIGIN: G1 Continuity (Comics)

KAON

NAME: Kaon

DESCRIPTION: Polluted, densely populated, politically radical,

MAJOR SETTINGS: The Kolkular

MAJOR PERSONALITIES: Megatron

MAJOR EVENTS: The Decepticon Uprising

STATUS: Controlled by the Decepticons

ORIGIN: G1 Continuity (Cartoons)

Kaon has long been considered the dark underbelly of Cybertronian society. It is located on the southern hemisphere of the planet, where the atmosphere is at its most sluggish. The chemical release from the smelting pits hovers over the city in a haze of toxic fumes. Yet those aren't even the most brutal aspects of the city.

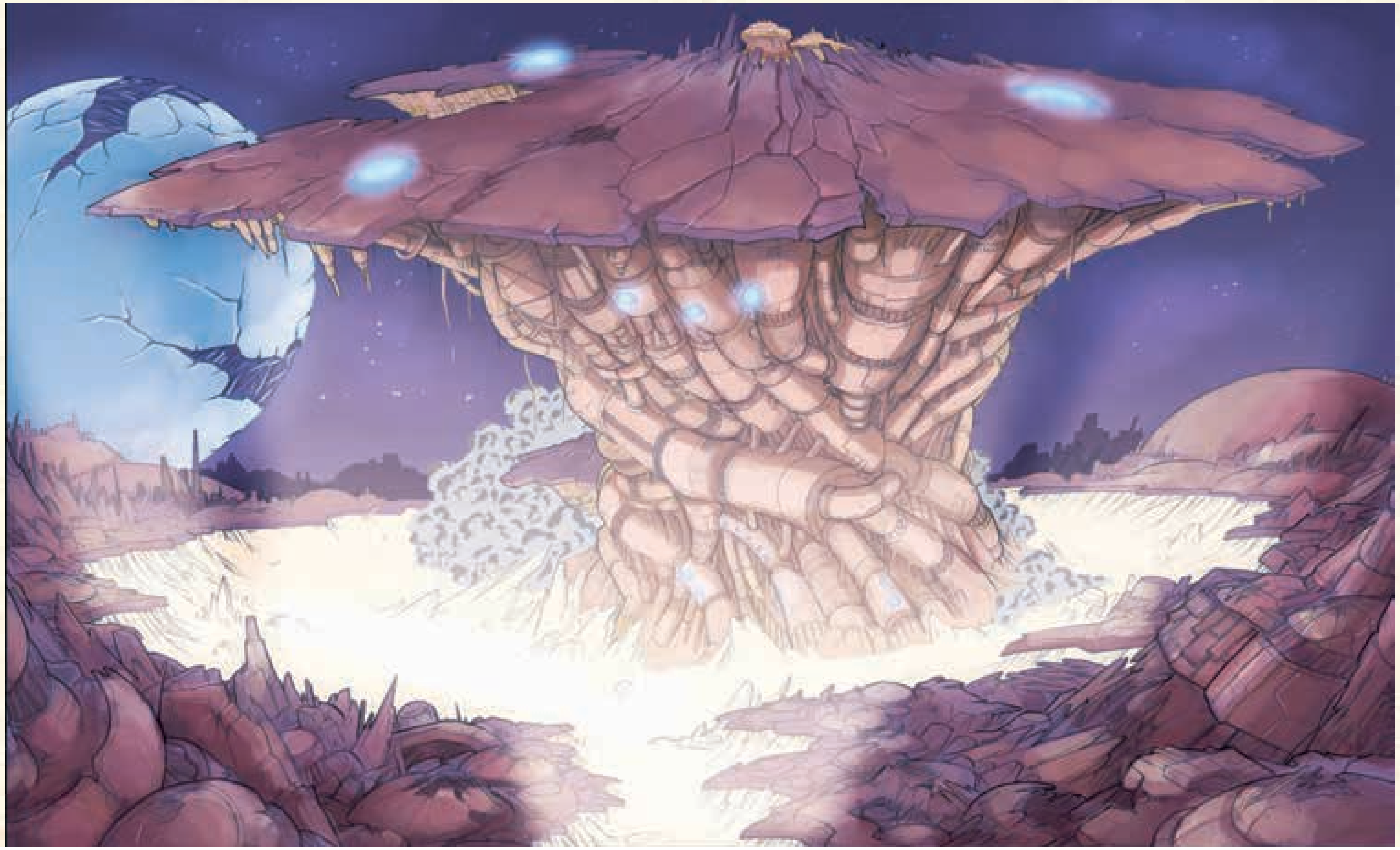
The lower-class Transformers were often relegated to Kaon and its surrounding areas during the Golden Age. They formed their own societies, fomenting discord with the leaders of their planet and eagerly awaiting their chance to ascend to power. That chance came when the Transformer later known as Megatron arose from the gladiatorial pits of Kaon's criminal underbelly.

Once a prison state used to house Decepticons and Decepticon sympathizers, it overthrew its guards and was elevated to Megatron's capital.

As his popularity skyrocketed, Megatron rose against Sentinel Prime and the Republic. He seized the Kolkular—the mammoth mountain-like structure that sits at the center of Kaon, serving as its capital—and began his campaign of terror.

Soon, Kaon became more influential than Iacon, and those wishing to ally themselves with the Decepticons were forced to crawl on knee and wheel to the front of Megatron's throne.

Kaon remains a toxic cesspool, but its increased prominence has alleviated some of the problems of before.



SLAUGHTER CITY

NAME: Slaughter City

DESCRIPTION: Violent, brutal, medium-sized

STATUS: Decepticon-controlled

ORIGIN: G1 Continuity (Comics)

"Slaughter City" is such a rough part of the planet that even Decepticon leaders give its more thuggish citizens the right of way. Many gladiatorial pits are located within its city walls, which, in the early days of the war, provided the Decepticons with an ample force of warriors to recruit from.

VOS

NAME: Vos

DESCRIPTION: Region-sized, Flyer-based, corrupt, militarily controlled

MAJOR SETTINGS: Cybertronian Air Command

MAJOR PERSONALITIES: Starscream

MAJOR EVENTS: The Tarn-Vos Feud

STATUS: Destroyed

ORIGIN: G1 Continuity (Comics)

With Starscream as their figurehead, a shadowy cabal of military commanders, who sympathized with the Decepticon cause, ruled Vos, site of the Cybertronian Air Command. This changed when Megatron launched his campaign, "requesting" Starscream's help in return for a vital position within his army. Starscream accepted, though he never gave up his delusions of grandeur.

Photon missiles destroyed the city during Shockwave's rule over Tarn. Megatron used this to his advantage, rallying most of the waffling fliers to his cause by blaming Iacon. The few who didn't join him were purged or escaped to the welcoming arms of the Autobots.

TARN

Even before the Great War Tarn was known for its violent denizens. The city had a long-standing feud of unknown origins with its neighboring region of Vos. Few died, but many Transformers on both sides still hold resentment towards their "enemies." Overlord tried to assuage this strife through the State Games, but they only served to intensify the nationalist animosity.

After Tarn fell to the Decepticons, Megatron put it under the control of Shockwave to test his minion's leadership skills. Shockwave did not disappoint. He brutally subdued the warriors of the region under his rule. When they continued to resist, he egged Vos into destroying much of the city with photon missiles, which he then blamed on Iacon to woo support. Because of his ruthlessness, Shockwave was named as Megatron's temporary successor after the Decepticon leader's disappearance.

NAME: Tarn

DESCRIPTION: Massive, hostility-prone, densely populated

MAJOR PERSONALITIES: Shockwave, Overlord

MAJOR EVENTS: The State Games

STATUS: Partially destroyed; controlled by Decepticons

ORIGIN: G1 Continuity (Comics)

HYDRAX PLATEAU

NAME: Hydrax Plateau

DESCRIPTION: Moderate in size, flat, sparsely populated

MAJOR SETTINGS: Cybertron spaceport

STATUS: Controlled by Decepticons

ORIGIN: G1 Continuity (Cartoons)

Rising from the Sea of Rust is the Hydrax Plateau, a formation on Cybertron noted for its smooth plane. Few Transformers live on this area, however, because the majority of its land is taken up by Cybertron's primary spaceport, where all visitors must be processed. The Decepticons, realizing the importance of this establishment, quickly moved to take it in the early days of the war. The Autobots put up a valiant resistance, but the spaceport—and much of the plateau—eventually fell.

SEA OF RUST

NAME: Sea of Rust

DESCRIPTION: Non-aqueous, oxidized, metallic, vast

STATUS: Undisputed

ORIGIN: G1 Continuity (Comics)

Also known as the Rust Sea, this "ocean" is an area of unstable planetary matter located along Cybertron's equator, stretching from Tyrex to Polyhex. It contains no water, but is instead made up of oxidized metals, some of which are so tiny that they flow like a liquid.

The Hydrax Plateau rises from the center of the Sea of Rust. Cybertron's primary spaceport is located here, where planetary visitors must check in first.

ASTRAL PLANE

NAME: Astral Plane

DESCRIPTION: Beyond understanding, outside the physical universe, vast, physically unbound

RACES: Too Many to List

ORIGIN: G1 Continuity (Comics)

Just beyond the physical universe lies the Astral Plane. All rules, as human beings and Transformers know them, do not apply in this zone. The laws of science fail, space is unstable, and time itself becomes tangible. The creatures that exist in this place are beyond comprehension, as are their rationale.

Primus and Unicron emerged from the Plane a short time after the Big Bang. Their struggles in this period helped form the universe as we know it. Few other beings in this world can access the Astral Plane, however, and so the motives of these twin immortals—as well as questions regarding their possible return to their astral existence—remain veiled.

UNICRON

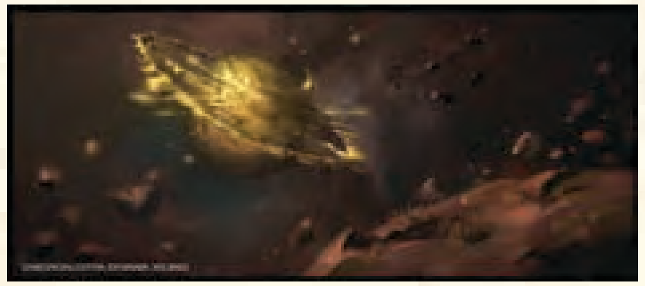
NAME: Unicron

SYSTEM: Rogue

DESCRIPTION: Sentient, chaotic, gargantuan, cosmic being.

ORIGIN: Transformers: The Movie

For more information on Unicron see *Chapter III: Heroes & Villains.*



Distant Planets

AKALO

SYSTEM: Archa

DESCRIPTION: Religiously devout, technologically primitive, sustainable industry, moderately rich in resources

RACES: Akalouthans

RACE ATTRIBUTES: Humanoid, large, muscular, primitive

ORIGIN: Transformers Universe: Featuring the Wreckers

Also known as Archa Nine, Akalo is a largely uninhabited world made notable by its role in the Quintessons' continuing struggle to ensnare Vector Sigma. When the Quintessons foolishly discarded the "Divine Light"—a device that allows prismatic control of Primus's power—onto Akalo's surface, its primitive occupants took to worshipping the thing.

They call themselves Akalouthans and await the day when "Chosen Protectors" will return to harness the Divine Light and defeat the "five-faced demons". But what if the salvation prophesized for their fabled "Chosen Protectors" turns out to be the damnation of the Akalouthans?

ANTILLA

SYSTEM: Unknown

DESCRIPTION: Ringed, diseased, uninhabited, formerly Cybertronian

RACES: Antillan Bumble-Puppies

RACE ATTRIBUTES: Dog-like, friendly, enthusiastic

ORIGIN: G1 Continuity (Cartoons)

Say the word "Antilla" to an Autobot and watch them shiver. This early colony of the Autobots was the site of the Cosmic Rust outbreak that nearly destroyed Transformer civilization. Only an abrupt quarantine—dooming the infected colonists—prevented the virus from spreading.

Interestingly, Antilla is the homeworld of Antillan bumble-puppies. These adorable little creatures are prized as pets for young (and young-at-heart) Transformers.

BHUL

SYSTEM: Bhul

DESCRIPTION: Cybertronian-controlled, neutral, partially Cybernetic, four moons

ORIGIN: G1 Continuity (Comics)

The planet Bhul is the home of the Stellar Cartography Archive. Within its mainframe, the Archive houses all known maps, stars, and Space Bridge routes throughout the universe. Some of the data has been corrupted over the years, but the keepers of the Archive strive to maintain as much information as they can, while trying to remain neutral in the Civil War despite the pleas of both Decepticons and Autobots to join their sides.

CENTARIS SEVEN

SYSTEM: Centaris

DESCRIPTION: Rocky, lightly forested, vegetative, calm, Decepticon-controlled

SPECIES: Centaran Flora

ORIGIN: Unicron Trilogy

Centaris Seven is not very unique save for one interesting facet of its evolution: over millions of years, its plants have evolved a unique ability that allows them to survive on the rocky surface of their homeworld. They secrete a corrosive acid that melts the minerals of the rocks they sit on, which the plants then ingest for sustenance. The Decepticons, naturally, are hard at work on weaponizing this secretion, but the price of success might prove higher than the worth of the weapon.

CETI ALPHA SEVEN

SYSTEM: Ceti Alpha

DESCRIPTION: Forested, production base, Decepticon-controlled, secrecy enshrouded

RACES: Ceti Alpha Mutants

ORIGIN: Transformers: Victory

The seventh planet of the Ceti Alpha system maintains a base for Decepticon R&D. Forests hide massive production facilities and mines, all desperate to reproduce the long-lost cloning ability of the Insecticons.

Though the world has a frightening beauty all of its own, being "volunteered" for work on Ceti Alpha Seven is feared. Test subjects develop horrifying mutations. Others simply vanish into the dark swamps of the world. Few ever leave, and those that do never speak of their time spent at the facility. One of the most vitally important planets for the advancement of the Decepticon cause is also one of the most dangerous to reside in.

CHAAR

SYSTEM: Unknown

DESCRIPTION: Once organic, now mostly cybernetic, Decepticon-controlled, hideous

RACES: Chaar Spiders, Energy Leeches

RACE ATTRIBUTES: Eight-legged, grey-white shells, two claws, yellow eyes, antennae, spin stone-like webs (spiders); feed off Energon, large, slug-like appearance (leeches)

ORIGIN: G1 Continuity (Cartoon)

Chaar is a cybernetic world, which, at first glance, is very similar to Cybertron. Appearances can be deceiving, however, for Chaar is anything but a beloved homeworld. It is the Decepticon's secondary base of power, with the slaves and conquests that they have secured brought back to maintain the lifestyles of overlords. Beneath its surface lies a barren husk of a world, with only a few Chaar spiders and energy leeches remaining from its original form. Except for a few outcroppings of rock and mountains, Chaar has been completely transformed.

COMBATRON

SYSTEM: Unknown

DESCRIPTION: Devastated, militarily divided, currently radioactive, uninhabitable

ORIGIN: Transformers: Cybertron

Hundreds of thousands of years ago, Combatron was one of the many Cybertronian Military Outposts. Commanded by King Atlas, it maintained peace in its sector of Transformer-controlled space. This ended when King Atlas disappeared. Communication lines were cut, factions formed behind their choice of new leadership, and a world-devastating Civil War followed.

Combatron is now almost completely devoid of life. Its surface has been irradiated. Only the shells of its former inhabitants and a few of the hardiest Autobots survive there. With the war for Cybertron in full swing, rebuilding Combatron is a low priority.

DAFFODIL II

SYSTEM: Daffodil

DESCRIPTION: Placid, tropical, humid, formerly Cybertronian

ORIGIN: G1 Continuity (Comics)

Before the Great War, many Transformers scoured the universe in search for great vacation resorts. Daffodil II, with its completely natural setting, was one such place. Overflowing in plant life, it served many weary travelers in search of peace and relaxation. The Autobot Blaster was one of its last tenants, as his—and every other Autobots' leaves—were cut short when the Decepticons launched their full offensive on Cybertron.

DARHOS

SYSTEM: Unknown

DESCRIPTION: Rapturous, once beautiful, tyrannically controlled, Decepticon-influenced

RACES: Darhosians

RACE ATTRIBUTES: Humanoid, pale-skinned, Grecian-style wardrobe

ORIGIN: G1 Continuity (Cartoons)

Once, Darhos was a paradise. Peace reigned among its inhabitants. Wealth was equally distributed. Its leaders were wise and fair. Everything changed after the Decepticons made first contact.

Pushing class warfare, the Decepticons allied with the rulers of Darhos and corrupted them into hedonistic tyrants. Then, as the lower classes began to swell, the Decepticons raided the resources until little remained. With little fight left in them, most inhabitants blithely allowed the Decepticons to establish a base there, propping up the imperial reign in exchange for protection.

Darhos is now a small but important outpost for Decepticon colonization efforts. Its polluted surface obscures what was once a beauty without peer.

THE ICE PLANET

SYSTEM: Alpha Centauri

DESCRIPTION: Frozen, small, Earth-proximate, headquarters of the Decepticons

ORIGIN: Transformers: Revenge of the Fallen

Situated beneath a blood red sky in the Alpha Centauri system, this unnamed, uninhabited ice ball is inhospitable to sentient life. No native life flourishes on its surface, no star charts have it listed, but when the Nemesis crashes onto its surface, the planet suddenly becomes supremely important to the Decepticons.

This world served as the base for the Decepticon's during Starscream's role as leader through to Megatron's return. The Decepticon leader used the knowledge granted him by the AllSpark to build a massive army and secret it on the ice planet, away from potential Autobot sensors.

With production still running at full capacity, Megatron plans on overrunning Earth soon, seizing its Energon, and then leading a full-scale assault back to Cybertron to crush the last of the Autobot resistance.

DREDD

SYSTEM: Cybertronian

DESCRIPTION: Mineral-rich, mountainous, enslaved, ruthless, influential, wealthy

ORIGIN: G1 Continuity (Cartoons)

The monstrous Chaos rules over this world, using his armies of slaves to mine Death Crystals. Dredd is, to date, the only planet that produces this mineral. Due to this, Chaos has grown powerful and manages to keep his trade in Transformer Labor largely a secret.

The Autobot known as Kup was once enslaved on Dredd. He luckily managed to escape, but abandoned his fellow slaves when Chaos chased after him. Kup grew so ashamed of his actions, he didn't tell anyone about them for millennia.

EURYTHMA

SYSTEM: Unknown

DESCRIPTION: Music-based society, Earth-like atmosphere, distant, serene

RACES: Eurythmians

RACE ATTRIBUTES: Humanoid, musicians

ORIGIN: G1 Continuity (Cartoons)

Eurythma is inhabited by a human-like culture entirely devoted to song. Their speech is in the standard intergalactic language, but it is sung rather than spoken. The Transformers made brief contact with this planet during the early years of the Golden Age, but have since lost contact with them.

FEMAX

SYSTEM: Unknown

DESCRIPTION: Halved, partially barren, partially artificial, synthetically verdant, peaceful, sexually divided

RACES: Femaxians

RACE ATTRIBUTES: Humanoid armored warriors, incredibly large, Amazon in style (females); primitive savages, uncultured brutes (males)

ORIGIN: G1 Continuity (Comics)

Located a short distance away from the Grand Central Space Station, Femax is a world split apart. One half of the world is a barren wasteland inhabited by a primitive, all-male species. The other half is a mountain, underneath which lies an idyllic society controlled by Transformer-sized females. Called the Golden Realm, these women have constructed a society of peace and understanding underneath artificial sunlight.

Cybertronians have so far ignored this planet, however, one of the main exports of Femax to Grand Central is their overwhelming abundance of Lead Sulfide Crystals, a food substance that many Transformers consider a delicacy. It is harvested beneath the Golden Realm, though its manufacture is hidden from spying eyes lest invaders begin to covet the goods and threaten the world's peace.

GANZVORT

SYSTEM: Unknown

DESCRIPTION: Mysterious

RACES: Ganzvortian

ORIGIN: G1 Continuity (Comic)

Not much is known about Ganzvort, save that a region of the planet is called "New Jersey." Coincidentally, this is the same name of a region on Earth, though the capital that area is called "Trenton", not "Telemark IV," as on Ganzvort. The Transformer Rewind spent some time there a long time ago, though the reasons for the recurrence of the Garden State's name was never surmised.

GHENNIX

SYSTEM: N/A (Destroyed)

DESCRIPTION: Once cybernetic, Now devoured

RACES: The Ghennixians

RACE ATTRIBUTES: Humanoid, now extinct

ORIGIN: G1 Continuity (Comics)

Ghennix once existed near Cybertron, although not in the same system. Unicron devoured the planet shortly after he woke and expelled himself from Primus's form.

The only three survivors of that devastation are the trio of criminals now known as Hook, Line, and Sinker, who function as intermediaries and henchmen for their galactic overlord.

GOO

SYSTEM: 8739

DESCRIPTION: Junk-filled, traversable, Junkion-controlled

RACES: Junkions

RACE ATTRIBUTES: Mechanical, robot-like, self-repairing

ORIGIN: G1 Continuity (Cartoons)

Planet #8739B (known alternatively as Goo) is a planetoid covered by a viscous, gummy substance. The Junkions rule over it and have turned it into a kind of interstellar junkyard for wayfarers.

GREENGARD

SYSTEM: Drasil

DESCRIPTION: Culturally mythic, formerly frozen, now heavenly, eternally blooming

RACES: No native intelligent lifeforms

ORIGIN: Beast Wars Neo

According to legend, Greengard is a paradise. It is a world covered by a verdant forest, with flowing rivers and oceans. Most Cybertronians considered the planet to be a myth. The being known as Angolmois, however, thought differently, and found the planet many millions of years in the past.

The Autobot Hall of Records has a listing of a visit to Greengard during the Golden Age. Supposedly, the planet was then an ice world, with temperatures dipping below –40 degrees Celsius. After reaching a capsule deposited by Angolmois, the planet thawed and returned to its former state of beauty.

The planet has not been explored since.

GORLAM PRIME

SYSTEM: Gorlam

DESCRIPTION: Scientifically sophisticated, hyper-evolved, partially Cybernetic, Cybertron-proximate

RACES: Gorlamians

RACE ATTRIBUTES: Originally organic humanoid, evolved to bio-tech fusions

ORIGIN: G1 Continuity (Comics)

Evolution is not limited to just speciation. Technological advancement occurs too, and at the rapid rate of the natives of Gorlam Prime, it is easily observed. Once a planet of primitive but majestic beauty, Gorlam Prime is now significantly more advanced than most Cybertronian worlds. The inhabitants have begun to merge their biological forms with mechanical enhancements, as well, rendering them long-lived and impervious to disease.

The planet is located near the Benzuli Expanse—a region of space deemed all but impassable due to dangerous cosmic anomalies that prevent much opportunity for study. The being known as Jhiaxus has had a hand in Gorlam Prime's development, although his rumored purpose (to create a race of super-beings as a test run for the universe's future) is unconfirmed. This world's advanced synthesis of organic-based and technologically based sentient life stands as an interesting benchmark in the evolution of the Transformers Universe.

THE HUB

SYSTEM: Benzuli

DESCRIPTION: Cybernetic, artificial, Prime-designed, primeval, vast, hidden

RACES: None native

ORIGIN: G2 Continuity (Comics)

The Hub was once a seat of power for the Cybertronian Empire. A powerful planet-spanning network of cyberformed structures, it now houses the Decepticon progenitor known as the Liege Maximo. Inhabiting the Hub are a wide variety of mechanical organisms, beings that might have once been Decepticons, but have advanced to the point of having multiple forms and reduced to a hive mentality and acting as little more than extensions of the Liege Maximo's will.

The Hub is currently performing a complex operation through successive iterations, its accuracy improving as planets were added to the network. The goal of this operation is to allow the Liege Maximo to ascend to the realm of the Dark Gods.

HYPERION

SYSTEM: Unknown

DESCRIPTION: Rocky, small, controlled by Krakon, illegally procured, riddled with smuggled goods

ORIGIN: G1 Continuity (Comics)

The black marketeer named Krakon makes his home on this world. Much of his illegal contraband is stored in niches across the planet's surface.

HYDRUS FOUR

SYSTEM: Hydrus

DESCRIPTION: Zombie-plagued, nucleon producer, ruthless

RACES: Hydrusian Zombies, Hydrusians

RACE ATTRIBUTES: Human-mechanoid; majority of population have become "zombies"

ORIGIN: G1 Continuity (Comics)

Inhabited by mechanoid zombies, there is little that is pleasant about a visit to this planet. The only other apex species that exists on Hydrus Four seems to have only one responsibility: warn visitors of the zombies.

And visitors do come, since Hydrus Four is the only planet known to produce the miracle restorative, Nucleon. Medical professionals from all over the galaxy brave the dangerous trip to the Hydrus system in hopes of acquiring some of it.

JHI

SYSTEM: Jhi

DESCRIPTION: Fertile, in karmic balance, ancient, inert, lucky

RACES: Jhians

RACE ATTRIBUTES: Small humanoids; dark brown; doughy, dog-like

ORIGIN: G1 Continuity (Comics)

Jhi is a green planet inhabited by the mud-like, dog-faced Jhians. They are an ancient race and tend to their planet well, wishing for little more than contentment and rarely making war.

This planet is one of the few that Unicron spared in his endless hunger for destruction. As he approached, the Jhians could do nothing but sit and wait. But Unicron passed by, speeding off in the direction of Cybertron. The Jhians took this as a sign of good karma, although Cybertronians might think differently.

JÖRMUNGANDR

SYSTEM: Fenris

DESCRIPTION: Tainted, snake-shaped, population exterminated, bleak

RACES: Cobras

RACE ATTRIBUTES: Snake-like, transformed into mechanoids

ORIGIN: Beast Wars Neo

Although most planets are spherical, there are some anomalies in the known universe, such as Jörmungandr. Its shape—like that of a snake—coincidentally mirrored the morphology of the race that lived on its surface.

Though these beings were not related to Earth snakes, they looked very similar, and so caught the eye of the spacefarer, Scuba. He used an Angolmois Capsule to super-evolve the cobras into Transformers. Then, for reasons known only to him, he departed the planet and his creations.

In their search for the Angolmois Capsules, the Blentrons slaughter the Transformer Cobras, except for a sole survivor of the planet's genocide, Cohrada.

KLO

SYSTEM: Unknown

DESCRIPTION: Lush, abundantly wealthy, mineral-rich, passive, organic

RACES: Klovians/Klozians

RACE ATTRIBUTES: Small, doughy, red and white skin, three-fingered, pointed dog-like ears

ORIGIN: G1 Continuity (Comics)

The word Klo translates to "enduring peace" in Cybertronix. When Cybertronians first discovered this planet, they couldn't think of a better name. It had verdant fields, calm weather, and a race of kind, helpful organics who couldn't wait to befriend and assist the large, mechanoid aliens in exchange for knowledge and peace. Though not a major destination in their many travels, the Transformers have a soft spot for the planet Klo.

Klo is rather close to Cybertron, however, and the day is not far off when the Decepticons will raid it for its minerals. The Klovians (also known as the Klozians) are unready and unwilling to stage a resistance. This planet may soon join the ranks of many other Cybertron-proximate worlds as a wasteland of pollution and slavery, unless the Autobots can somehow come to its rescue.

MASTER

SYSTEM: Unknown

DESCRIPTION: Atmospherically harsh, industrial, erratic, inhospitable

RACES: Transtectors

RACE ATTRIBUTES: Non-sentient Transformer bodies with external sentient control

ORIGIN: Transformers: Headmasters

Just as the Great War began to tear Cybertron apart, the planet Master was inundated with refugees desperate to escape the conflict. Some crash-landed, others voluntarily settled, while some were driven to this world by their masters. Master has one quality that appealed to them all: its harsh environment makes it a low priority for Decepticon conquest.

Physically, the planet is cursed with murderously hazardous atmospheric conditions. Many technological advances resulted from the struggle to survive this protean hellhole, including Headmaster Transtectors. The necessity of ingenuity eventually led to the evolution of some of the colonists as Headmasters.

MENONIA

SYSTEM: N/A (Alternate Dimension)

DESCRIPTION: Legendary, remote, fantasy realm, magical

RACES: Menonians, Dragons, Birdpeople, Wizards

RACE ATTRIBUTES: Great diversity: humanoid, Medieval, can transform into dragons; Avian-humanoid, winged, beaked

ORIGIN: G1 Continuity (Cartoons)

The realm of Menonia is accessed through a Quintesson transport device that is hidden on Cybertron. It seems likely that Menonia in fact exists in an alternate dimension, and whether the name "Menonia" refers to the dimension as a whole or merely one world within it, remains unclear.

Menonia's technology is the equivalent of Earth's middle ages, however, magic is a reality. Dragons, bird-people, and other mythic lifeforms inhabit the realm. Not only that, but wizards seem to rule the social structure. Few Cybertronians have ever ventured to this realm, and it looks likely to remain that way, as the Quintessons, in general, are loathe to share information with Cybertronians.

MUMU-OBSCURA

SYSTEM: Eigerson-48

DESCRIPTION: Radioactive, mountainous, devastated, nearly uninhabited, desolate

ORIGIN: G1 Continuity (Comics)

The Eigerson-48 star system is the location for Mumu-Obscura. The Decepticons and Autobots hotly contested this location for its vast resources until a group of warriors called the Reapers exterminated its population and poisoned the surface. It is now a barren dust ball inhabited by the few warriors remaining who will not give up their positions, no matter how untenable.

NEW KAON

SYSTEM: Megatron I

DESCRIPTION: Decepticon-controlled, distant, Cybertron-like, fallback position, robotic

ORIGIN: G1 Continuity (Cartoons)

Nothing is "new" about this planet except the name. Few Decepticons have taken up residence here, though it serves as a strategic fallback position in the event that the Autobots are able to retake Cybertron. It's location at the galactic rim makes it a long journey, though the Decepticons' expectations are that in the event of a catastrophe, the Autobots would be too busy rebuilding Cybertronian space to make the journey.

NEBULOS

SYSTEM: Nebula

DESCRIPTION: Earth-like, scientifically superior, war-like, organic

RACES: Nebulons

RACE ATTRIBUTES: Humanoid

ORIGIN: G1 Continuity, Transformers: Headmasters

The Nebulons, an organic race of humanoid creatures, have created a society on this planet that revolves around a form of Transformer worship. When the first Cybertronians made landfall on Nebulos during the Golden Age, they made a pledge of peace to the Nebulons by removing their heads. A peace lasted for some time until the Nebulons began to use these Transformers' heads and bodies for their own means. Though the Transformers did not lose their Spark or consciousness, they became the slaves to these creatures in their battles.

The planet itself is very similar to Earth, but its course has been greatly affected by Cybertronian technology.

PARADISE

SYSTEM: Unknown

DESCRIPTION: Democratically ruled, remote, pacifistic, Cybertron-like

RACES: Paradisians (not a technical name)

RACE ATTRIBUTES: Humanoid; primitive clothing and culture, but intelligent

ORIGIN: G1 Continuity (Cartoons)

Paradise is a natural wonderland of vast jungles, roaring rivers and waterfalls, smoking volcanoes and beasts of all shapes and sizes, all co-existing in harmony with the tribes of human-like beings living there. Although choosing to live a primitive existence, dressing in robes made from animal skins and living in yurts, the people of planet Paradise defy appearances by being intelligent, well-spoken creatures.

The Transformers have yet to make definitive contact with the planet or its inhabitants.

PARADRON

SYSTEM: Unknown

DESCRIPTION: Democratically ruled, remote, pacifistic, Cybertron-like

RACES: Paradronians

RACE ATTRIBUTES: resettled Transformers

ORIGIN: GI Continuity, Transformers: Headmasters

One of the few Autobot colonies to have survived undetected by the Decepticons. Paradron mirrors Cybertron during its Golden Age, with a pacifistic Autobot democracy ruling a society of equals. It is accessible only through a space vortex, which the Decepticons have not yet unlocked. Were they ever able to do so, Paradron would most likely fall to their hands. The question remains, for the Autobots left fighting on Cybertron, is how long do you carry a fight for a lost planet, when an idyllic mirror planet exists that you might escape to? But in choosing to abandon Cybertron, would they be leading the Decepticons to Paradron?

PLANET Q

SYSTEM: N/A (Destroyed)

DESCRIPTION: Sand-covered, once powerful, since devoured, reborn inside Unicron

RACES: The Sandlings

RACE ATTRIBUTES: Gelatinous-tentacled spineless sentients, wore mechanoid carapaces; extinct

ORIGIN: Unicron Trilogy

Unicron devoured this sand-planet long ago, but its soul survives inside the astral being's body. When the Great Destroyer advanced on the planet, its forces staged a brief resistance. Realizing that Unicron could not be deterred, the leader of the planet utilized a suicide solution: blowing up the planet's core in an attempt to destroy Unicron.

Unicron did not die but did go into a dormant state. While sleeping, the leader's Spark awoke within the planetoid. Renaming himself "Alpha Q," he began to use Unicron's functions to create a grand army. This force mobilized and fled Unicron once that planetoid awoke. Led by Scorponok, this force awaits the time when Unicron is vulnerable so that they can attack and destroy the being once and for all.

PZ-ZAZZ

SYSTEM: Unknown

DESCRIPTION: Crime-ridden, technologically stunted, Earth-like, religious, dangerous

RACES: No native intelligent lifeforms

RACE ATTRIBUTES: Originally humanoid; now multi-sentient alien races

ORIGIN: G1 Continuity (Comics)

The name of this planet isn't the only odd part about its culture. Many, many species inhabit Pz-Zazz and all are searching for a bird statue with a near-frantic fervor. The exact reason for this fixation has been lost through the years, but don't try to reason with the natives of Pz-Zazz; they'll kill you in the hopes that secrets of the statue will spill from you as readily as your blood.

QUINTESSA

SYSTEM: Unknown (Quintesson-controlled Space)

DESCRIPTION: Mechanoid-based life, rocky, oxygen-dominant atmosphere, misshapen, ancient, much feared

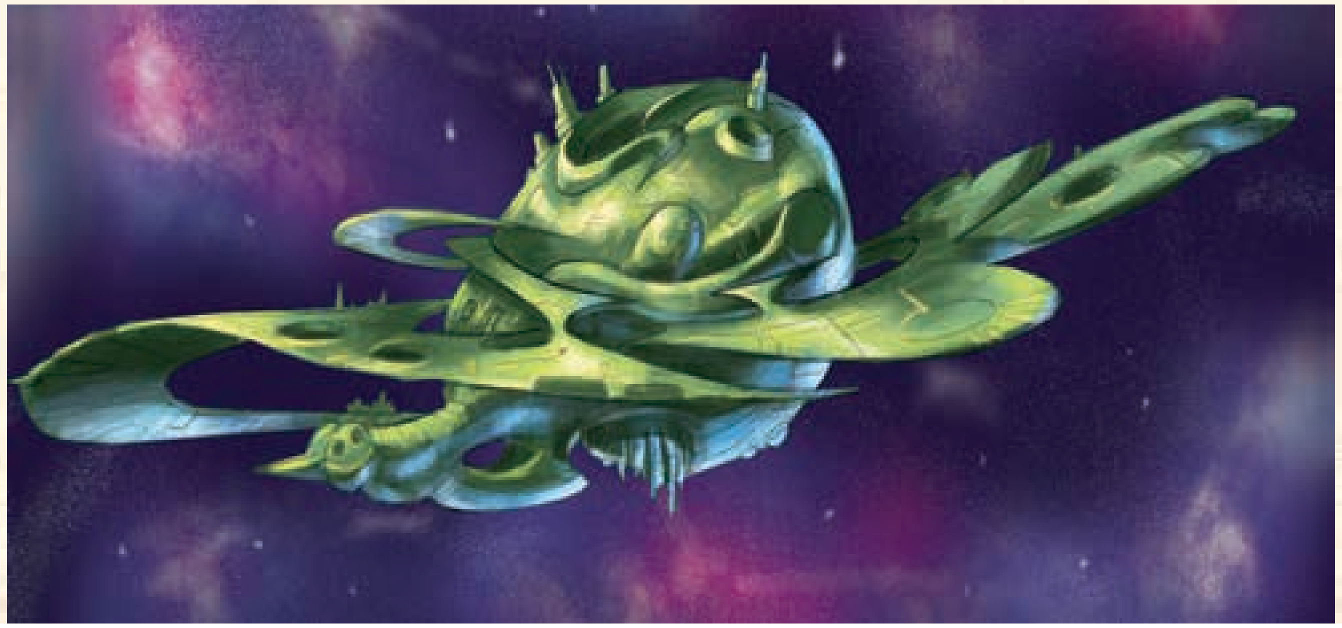
RACES: Quintessons, Sharkticons

RACE ATTRIBUTES: Appearance of animal/mechanical fusion, tentacled limbs, clawed hands, hoofed feet; visual representation based on societal status (Quintessons); piranha/shark-like mechanoids (Sharkticons)

ORIGIN: G1 Continuity (Cartoons)

The Quintessons are a cruel, sadistic race of insane mechanoids. Their home planet reflects their twisted minds quite well. Its cratered surface masks a labyrinthine structure designed to torture and brutalize body and soul. Those unlucky enough to have survived a crash landing on Quintessa are quickly jailed before being brought to the judiciary councils of the planet for summary judgment. No charge is too ludicrous to be leveled at the defendants, who are then executed no matter whether the tribunal finds them guilty or innocent.

Even if one were to escape the Quintessons, the surface is filled with dangers of all kinds. The Sharkticons, when not serving their Quintesson masters, will devour any lifeform in their way. Other mechanoid lifeforms sit in wait for passing prey, though they sometimes must settle on an empty stomach: the harshness of the landscape usually kills any visitor before they can travel more than a kilometer.



REGALIS V

SYSTEM: Regalis

DESCRIPTION: Distant, flora-bound, verdant, used for research, uncharted

ORIGIN: Transformers: Beast Wars

The Regalis System lies far away from Cybertron. Many millions of years ago, its fifth planet—known only as Regalis V—became the site of Botanica's research. Much like Optimus Primal's soirée on Earth, Botanica hoped to study the abundant life on the planet for future research. Unlike Primal, Botanica focused on the plant-life, which was much more advanced than the animal life on the planet.

SPIDER PLANET

SYSTEM: Unknown

DESCRIPTION: Organic, limited atmosphere, rocky, web-covered.

RACES: Spider aliens

RACE ATTRIBUTES: Arachnoid; potential sentience or hive-mentality

ORIGIN: G1 Continuity (Cartoons)

Though its true name is unknown, "The Spider Planet" is aptly named. Large spider-like aliens crawl across the surface as they spin crystalline webs. These structures cover the mostly-organic planet, with little else but the canyons of this world untouched by the spiders' conquests. In the depths of these formations are the only other lifeforms still alive: small fungi resembling mushrooms that the spider aliens abhor.

The only other notable features of the planet are its three moons and the ruins of a Decepticon ship. The age of the ship is unknown. Its crew died long ago. It is a mystery that might never be solved, though the secrets of why the Decepticons traveled to the Spider Planet could reveal positive benefits for whoever uncovers the truth.

TALOS IV

SYSTEM: Talos

DESCRIPTION: Technologically advanced, Earth-like, monarchical, relatively wealthy

RACES: Talosians

RACE ATTRIBUTES: Humanoid

ORIGIN: The Unicron Trilogy

Lost Cybertronian Colonies developed their own societies in the millennia spent separated from home. One such community developed on Talos IV, where the benevolent monarchy on the planet studied the Transformers technology in the hopes of regaining the glory of the lost Cybertronian Golden Age for all of their citizens. It has yet to reach that level, though the Talosians enjoy a standard of living much higher than most other planets.

THRULL

SYSTEM: Hydran

DESCRIPTION: Volcanic, misshapen, radioactive, explosion-prone.

ORIGIN: G1 Continuity (Cartoons)

A ball of lava and rock that can hardly be called a planet, this world is catalogued in most cartographic manifests as such. Its dangerous surface can destroy all but the hardiest of Transformers. Most ships give it a wide berth, as Thrull has a nasty tendency to send large blasts of radioactive magma hurtling into space.

TORKULON

SYSTEM: Unknown

DESCRIPTION: Semi-sentient, psychiatric facility, covered in circuitry, remote, formerly volcanic

RACES: Alya, Torkuli

RACE ATTRIBUTES: Large insects, sentient, weave organic circuitry (Alya); primate-like humanoids, psychiatric therapists (Torkuli)

ORIGIN: G1 Continuity (Comics)

The semi-sentient, living entity known as Torkulon serves as a planet-sized psychiatric ward for patients from all races and reaches of the galaxy. It is composed of web-like layers of organic circuitry material, spun by the bug-like Alya. The planet's dominant species is the ape-like Torkuli, who can control both the Alya and the flow and movement of the living planetary circuitry.

Check-in procedures for new patients are exhaustive, requiring filling out multiple redundant forms. The care provided is top-notch, but patients should make sure to read the fine print: if permanent care is required, payment will be made in “consciousness units” rather than conventional currency. What is done with this measure of conscious sentient thought is unknown, though the notion that the planet serves as an untapped repository of intergalactic intelligence and history could prove quite tempting for any seeking a short-cut to the gathering of vital information.

TWIN STAR

SYSTEM: Unknown

DESCRIPTION: Dualistic, diametrically opposed, engagingly prosperous (Sperity), barren (Toruin)

RACES: Speritians, Toruinans

ORIGIN: Transformers: Headmasters

The dual planets Sperity and Toruin form the dumbbell-shaped Twin Star. The two spheres couldn't be more dissimilar: Sperity is wealthy, populated, and mineral rich, while Toruin is a dark, desolate place inhabited only by those Transformers who have no other place to turn. A massive Space Tunnel connects the two, allowing for rapid transit. Few make the journey, however, as there is little incentive for individuals of either planet to travel to the other.

VELOCITRON

SYSTEM: Accelaratus

DESCRIPTION: Dry, desolate, relatively flat, metabolically enhanced, remote

RACES: Velocitronians

RACE ATTRIBUTES: Transformers

ORIGIN: Unicron Trilogy

The colonists of the starship *Ogygia* settled on this planet eons ago during the Golden Age of Cybertron. The new citizens of Velocitron had no interest in remaining underneath the thumb of their distant homeworld and so, over several million years, developed their own culture, semi-isolated from the rest of Transformer society. Gradually, this took a radicalized form as the planet increased the metabolism of its inhabitants until such a point that they could move at an astonishing pace. It is no wonder then, that Velocitron is also known as the *Speed Planet*.

Now the planet's culture is based entirely on racing. The governmental, artistic, and financial communities are all so tied to it that there is no other alternative. Its desert-ridden surface and smooth conforms make it an ideal place for testing the limits of its denizens' abilities. The Velocitronian Blurr was one such competitor before he went to aid the Autobots in their struggle against Megatron.

WEDNESDAY

SYSTEM: Unknown

DESCRIPTION: Water-covered, relatively unexplored, placid, oxygen-rich

ORIGIN: Transformers: Beast Wars

The Water Planet known as Wednesday has no surface to speak of, and so holds little interest to most Transformers. However, the Princess Rage, who could transform into a jellyfish, made it her home several million years ago, during the Maximal-Predacon conflict. It is unknown if she still resides there.

ZARAK

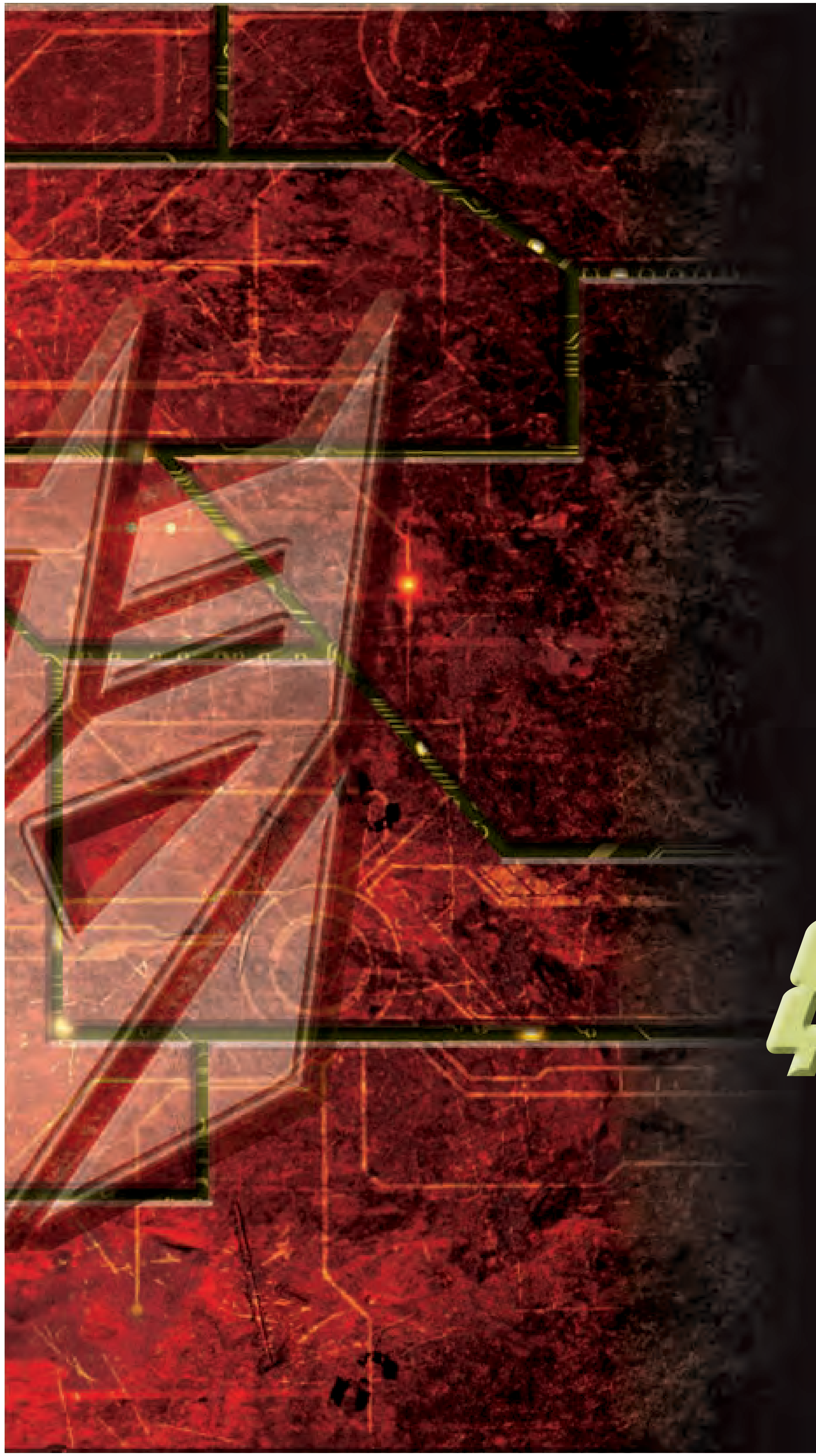
SYSTEM: Rogue; the Rim Nebula

DESCRIPTION: Slave-run, uninhabited, sunless, rocky, limited atmosphere

ORIGIN: Transformers: Headmasters manga

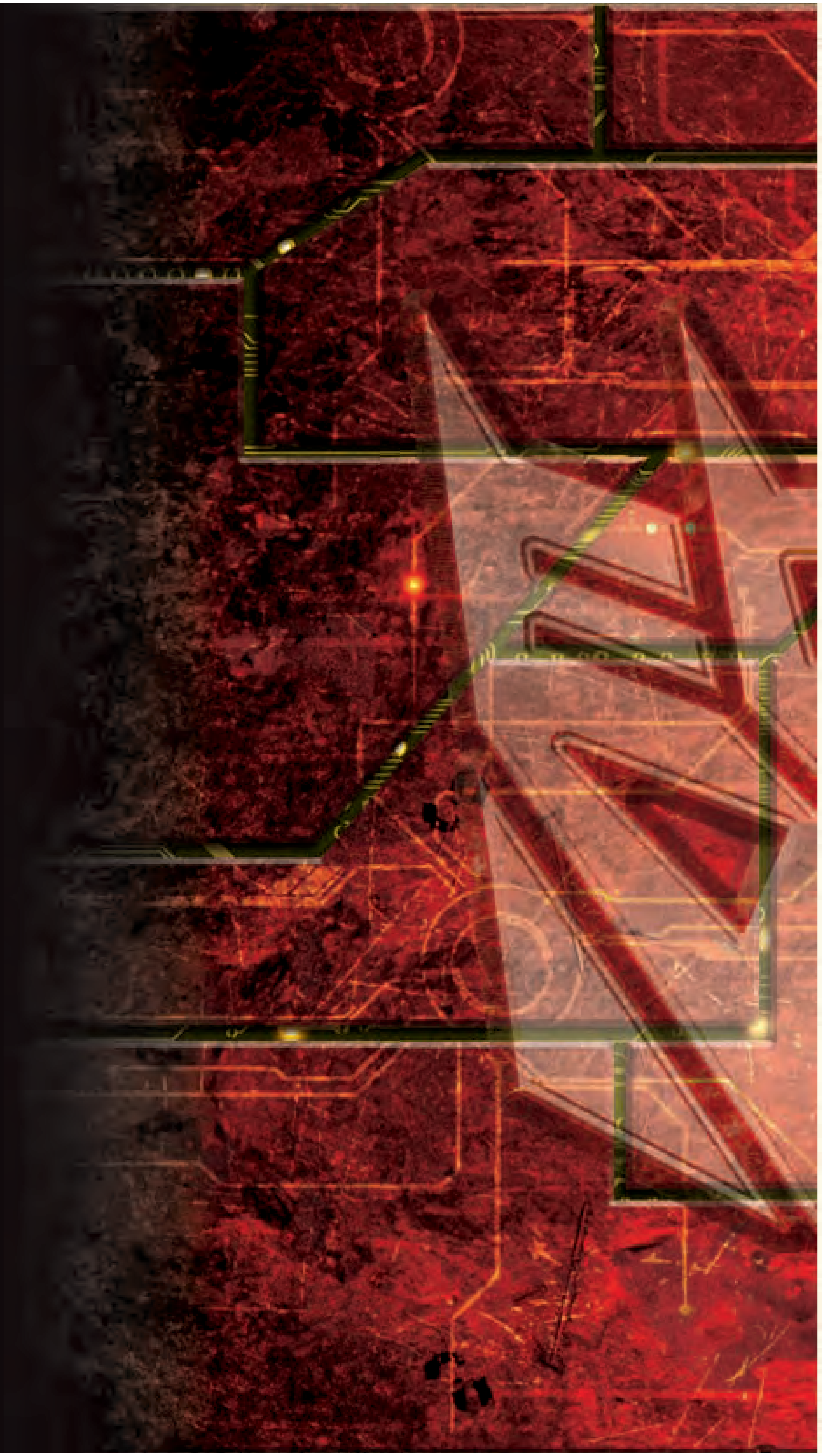
This planet is located within a dark nebula in uncharted space. Scorponok used Zarak's location to his advantage, assembling a huge slave force of Beastformers on its surface. He then used them to construct the massive Transtector, Megazarak.

After Megazarak launched into space, Scorponok abandoned the planet.



V

Vehicles, Weapons, Artifacts, & Technology



Vehicles

THE ARK

TYPE OF SHIP: Generational Ship #1, Gen I for short

ORIGIN: Cybertron

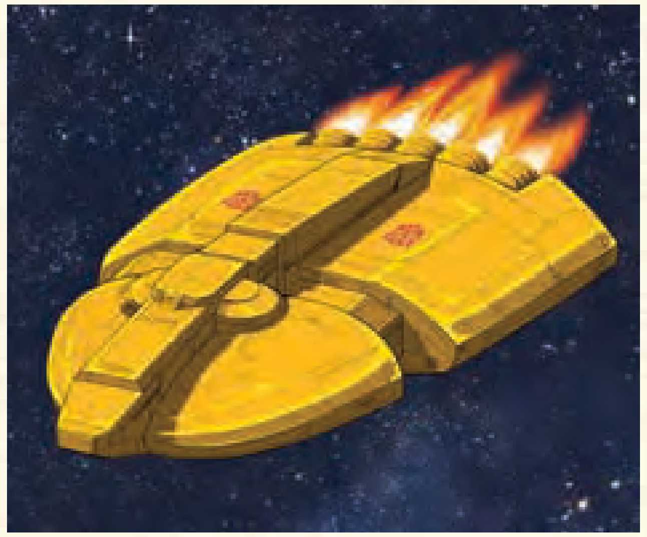
DESCRIPTION: Sleeper ship, partially destroyed, crash landed

HISTORY: Crafted by the Autobots, the Ark was designed to allow a small number of Autobots to escape Cybertron and regroup elsewhere.

ALIGNMENT: Autobots

MAJOR PERSONALITIES: Optimus Prime, Bumblebee, Teletran I

SEEN IN: GI Cartoon, GI Comics, G2 Comics, IDW Comics, Transformers: Cybertron, Beast Wars



The *Ark* is aptly called. It was built to serve as the savior of Autobot culture, ride out the storm of the Civil War and to seed Transformer culture across the galaxy. Built under the watchful eye of Optimus Prime, the *Ark* was designed to take as many Autobots as it could off of Cybertron and out into the universe, where they could resupply, regroup, and eventually retake their home planet.

Unfortunately, Megatron got wind of the idea and attacked the ship just as it was leaving Cybertronian space. The battle shattered the Space Bridge the *Ark* was entering, flinging both the Decepticons and Autobots into parts unknown. Finding themselves millions of light years from home, Optimus Prime guided the *Ark* through this new galaxy, the Milky Way, hoping to find something. Anything. What they came across was Earth, where humanity had unknowingly discovered the missing AllSpark. The ship crash-landed in the Northwest, near Mount St. Hilary, where it continues to serve as a base of sorts for the Autobots.

THE NEMESIS

TYPE OF SHIP: Interstellar Warship

ORIGIN: Cybertron

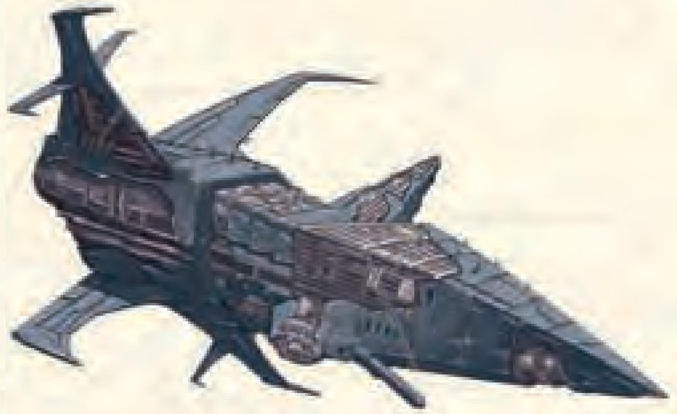
DESCRIPTION: Partially submerged, partially destroyed, fusion powered, semi-Transformable, massive

HISTORY: The Decepticons used this warship to chase after the Ark. It was sucked into the collapsing Space Bridge and spewed into the Milky Way. It now serves as a base for the Decepticons, part of it in Alpha Centauri, the other half below the surface of the Pacific Ocean.

ALIGNMENT: Decepticons

MAJOR PERSONALITIES: Megatron, Starscream

SEEN IN: GI Comics, GI Cartoon, Beast Wars, Transformers: Revenge of the Fallen, Transformers: Official Movie Prequel, Transformers Animated, Transformers: The Reign of Starscream



The *Nemesis* was once the jewel of the Decepticon fleet. Megatron routinely used it as his flagship, heralding his approach with plasma fire and fear. When the Autobots decided to flee Cybertron aboard the *Ark*, Megatron wasted no time preparing the *Nemesis* for pursuit. During the ensuing battle, the *Nemesis* and Ark crashed through the Space Bridge, emerging into an unknown galaxy: the Milky Way.

Megatron became separated and lost from his compatriots, forcing them to continue their quest for home without him. Eventually, the Decepticons aboard *Nemesis* took refuge on an ice planet in the Alpha Centauri system, approximately 4.5 light years from Earth. When Megatron returned, they cannibalized some of the Nemesis's lesser systems to establish a base on Earth, deep beneath the ocean waves.

OMEGA SUPREME

STAT BOX

TYPE OF SHIP: Cybertronian Living Ship

ORIGIN: Cybertron

DESCRIPTION: Massive, transformable, sentient

HISTORY: Omega Supreme was once a guardian robot on Cybertron, but his mind was partially deactivated during the Civil War. His body is now used as a transporter.

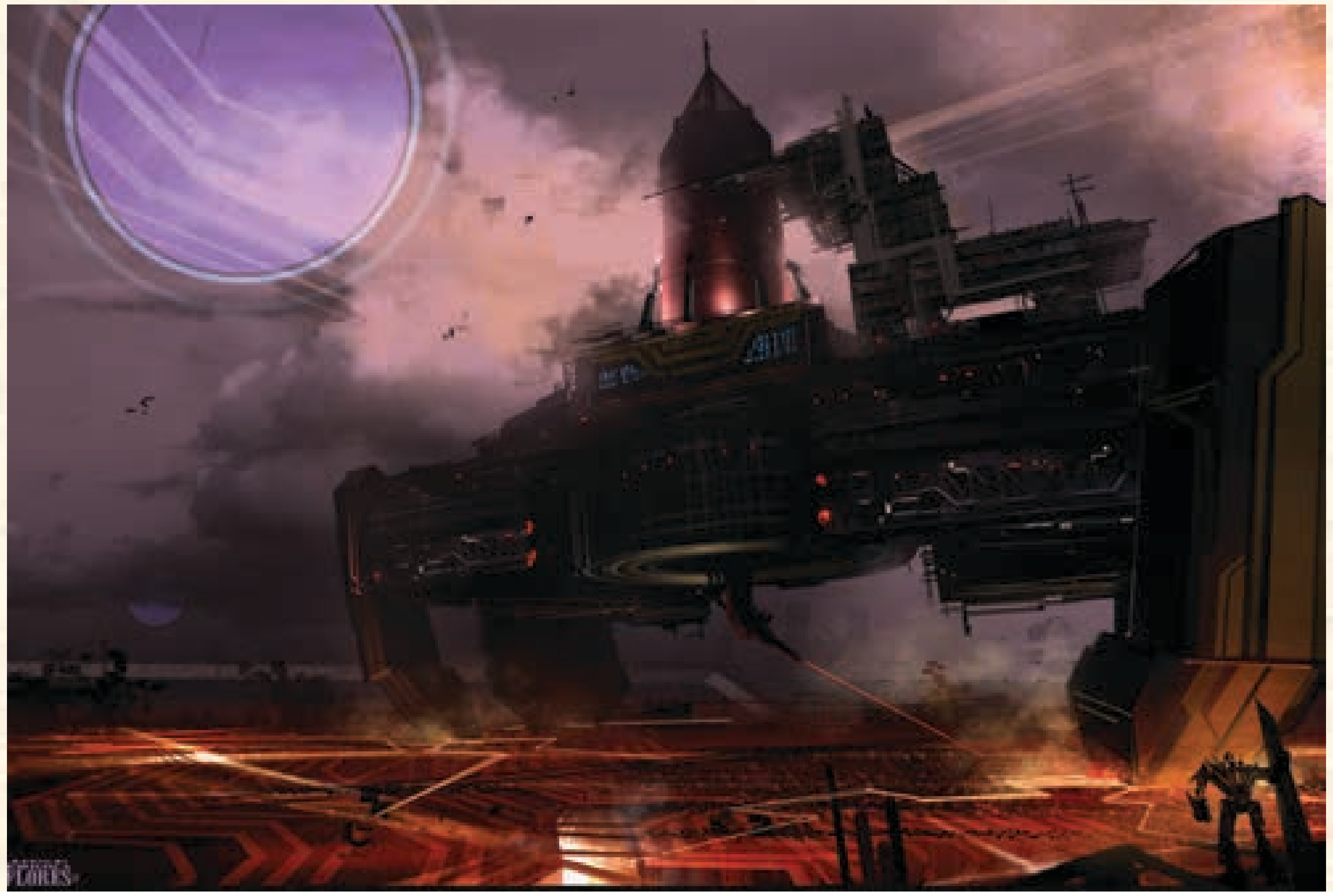
ALIGNMENT: Autobots

MAJOR PERSONALITIES: Ultra Magnus

SEEN IN: Transformers Animated - everything

Omega Supreme's alternate mode is that of a gigantic spacecraft. Though now mostly dead, his body can function as a ferry of sorts for Autobots. His mind and Spark sometimes emerge in unexpected ways, however, making him difficult to handle by pilots of even the highest skill level. Ratchet can work well with him.

He guards the Omega Gate of Cybertron, rumored to house the Matrix of Leadership.



TRYPTICON

STAT BOX

TYPE OF SHIP: Cybertronian living city, space station

ORIGIN: Cybertron

DESCRIPTION: Massive, transformable, sentient, alive

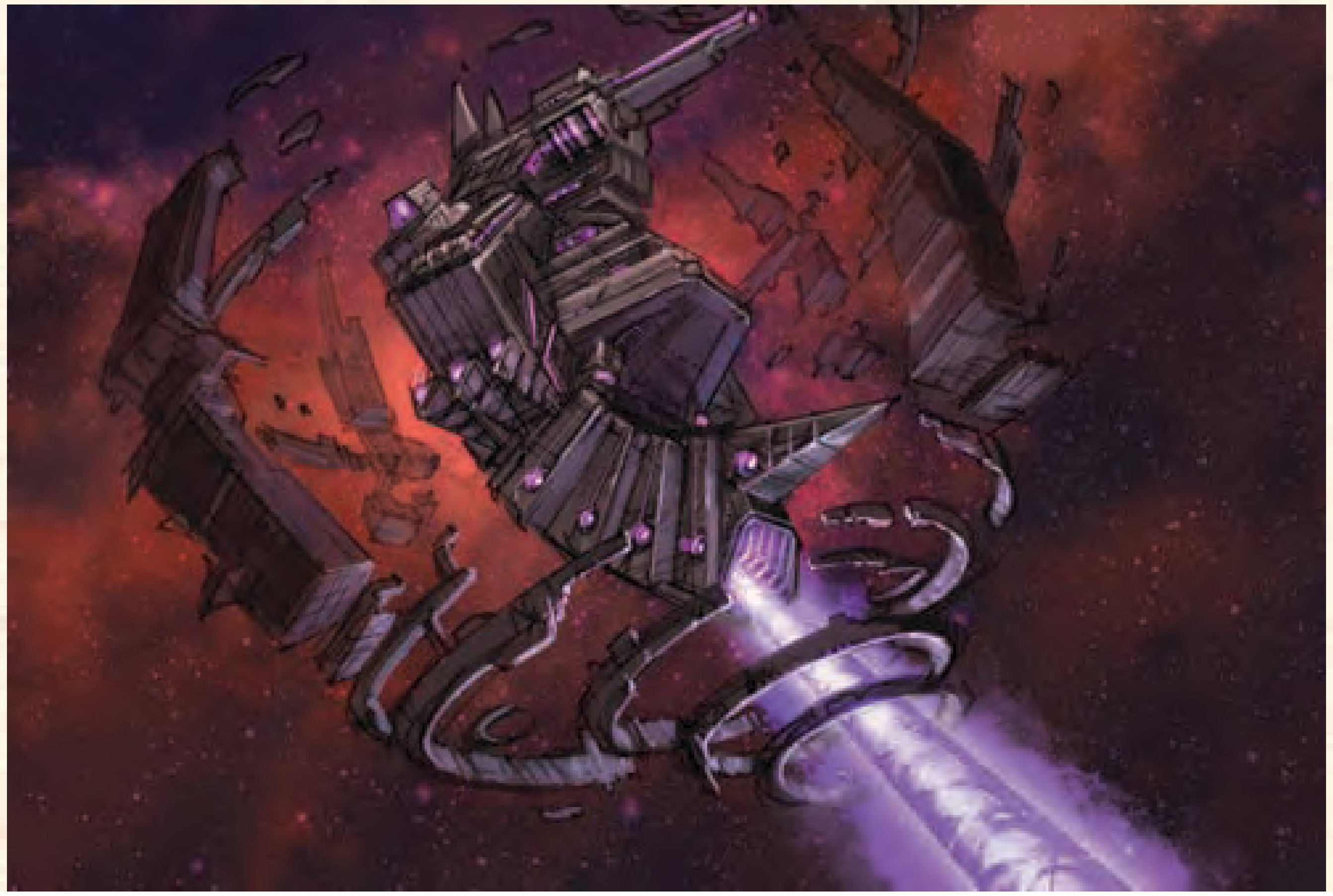
HISTORY: Trypticon is one of the toughest Transformers there is, but when he is in his city form, he can be forced to work for Megatron

ALIGNMENT: Decepticon

MAJOR PERSONALITIES: Trypticon, Megatron

SEEN IN: GI Comics (Marvel), GI Cartoon, IDW Comics, Transformers: Headmasters

Trypticon is a gigantic beast of a Cybertronian, but when he transforms, he becomes a space station that the Decepticons sometimes use as a movable base. Trypticon's brashness makes Megatron loath to rely on him. A hulking, thousand-ton Transformer is a powerful asset, but only when he listens to you.



THE PEARL OF INDIA

TYPE OF SHIP: Oceanic Freighter

ORIGIN: Mumbai, India

DESCRIPTION: An oceanic liner used to transport cargo and Autobots.

HISTORY: The U.S. Government appropriated this liner after the Battle of Mission City and now uses it as a Transformer transport.

ALIGNMENT: Humans, Autobots

MAJOR PERSONALITIES: Robert Epps, William Lennox, Ratchet, Ironhide

SEEN IN: Transformers: The Veiled Threat

The *Pearl of India* is over a thousand feet long and displaces up to 13,000 tons. The ship is used to transport cargo and personnel in the Gulf of Aden, the Persian Gulf, the Red Sea, and the East Africa-West India trade routes. The United States government appropriated the vessel to quietly transport Autobots to troubled parts of the world.

Weapons

ANDRONOV DEVICE

TYPE: EMP Grenade Launcher

ORIGIN: Russia

DESCRIPTION: Transportable, projectile launching, easily constructed, easily handled

HISTORY: Developed by Dr. Andronov to allow for cheap EMP production.

TYPE OF PROJECTILE: EMP Grenades

MAJOR PERSONALITIES: Dr. Petr Andronov

SEEN IN: Transformers: The Veiled Threat

Developed by Petr Andronov for the Autobot-human allied forces. Firing a projectile EMP Grenade designed to affix to the surface of a Transformer, each EMP grenade releases electromagnetic pulses that disrupt the target. These pulses cause a reaction similar to an electric shock in a human and distract, though not completely incapacitate, the targeted Transformer.

NARROWCAST EMP

TYPE: Ray Gun

ORIGIN: Japan

DESCRIPTION: A weapon that blasts a tightly focused beam of EMP waves

HISTORY: Developed by Dr. Ishihara for Autobot-Human sorties in 2009.

MAJOR PERSONALITIES: Dr. Kaminari Ishihara

SEEN IN: Transformers: The Veiled Threat, Transformers: Planetfall

A narrowcaster is an energy weapon that transmits waves along a direct path, as opposed to dispersing them like sound or light waves. An EMP (electromagnetic pulse) is a wave that disrupts any electronic signal in its path. Employed in the field for the first time in 2009 during Autobot-human forays against the Decepticons by Ishihara herself, the EMP gun was one of the first attempts by humans to develop advanced anti-Transformer capabilities. Its early incarnation was capable of temporarily stalling a Transformer's limbs but could not completely disable a Transformer in battle.

VOLTRONIC GALAXER

TYPE: Communications Device

ORIGIN: U.S.A.

DESCRIPTION: An invention that allows for easily translated messages to be sent to extra-solar locations.

HISTORY: Professor Haley began work on this invention in the early 00's. He has just completed it, but has had little time to test it.

MAJOR PERSONALITIES: Professor Haley

SEEN IN: G1 Cartoon

Aliens exist, all right, and Professor was desperate to find them. His invention, the Voltronic Galaxer, encodes audio waves into pulses. These rhythmic photon pulses work much like Morse Code, allowing easy translation by aliens who might hypothetically be listening in. As of yet, however, the only aliens that the human race has come into contact with are the Cybertronians.

TRANSFIXATRON

TYPE: Ray Gun

ORIGIN: Earth

DESCRIPTION: A ray gun that, once completed, will allow the Decepticons to mode lock a Transformer.

HISTORY: Megatron, looking for unorthodox ways to fight the Autobots, commissioned the Constructicons to create this machine to debilitate a Cybertronian target.

TYPE OF PROJECTILE: Energy Bursts

MAJOR PERSONALITIES: Megatron, Constructicons

SEEN IN: (property or gen, all applicable)

This Ray Gun is currently under development by the Constructicons at the behest of Megatron. Once completed, it will fire energy bursts that could temporarily mode lock a Transformer. That is, they would be unable to transform out of their vehicle modes.

MEGATRON'S SOLAR NEEDLE

TYPE: Power Station/Energy Emitter

ORIGIN: Earth

DESCRIPTION: Solar collector, power station, Decepticon-controlled, moderately sized

HISTORY: Created by the Decepticons to harness large amounts of Solar Power on Earth.

MAJOR PERSONALITIES: Megatron

SEEN IN: G1 Cartoon

The Solar Needle is used as a power source for the Decepticons after they had established themselves on Earth. It utilizes focused energy from sunlight to create a barrier around a base, and could be potentially used as a weapon. There is the chance, however, that the array used to collect the energy could endlessly cascade and thus destroy the entire planet.

SOSUS DETECTION NETS

TYPE: Espionage Device

ORIGIN: The United States

DESCRIPTION: Hydrophonic, arrayed, hypersensitive

HISTORY: Developed by U.S. scientists during the Cold War, the SOSUS network detects soundwaves in the ocean from potentially dangerous sources, such as Megatron's resting place.

SEEN IN: Transformers: Revenge of the Fallen, Transformers: The Veiled Threat

The **So**und **Su**rveillance **S**ystem was developed in the 1950's to provide underwater detection ability against undersea threats. It utilizes hypersensitive nets attached to undersea arrays to detect faint transmissions of noise from far distant locals.

RAIL GUN

TYPE: Electromagnetic Launcher

ORIGIN: Earth

DESCRIPTION: Large, heavy, charged, usually mounted, magnetic, powerful

HISTORY: Developed by the Japanese, Chinese, and American Governments in the early 21st Century, the Rail Gun shoots shells at hypersonic speeds thanks to magnetic pulses.

TYPE OF PROJECTILE: Spent uranium shells

MAJOR PERSONALITIES: Galvatron, William Lennox

SEEN IN: G1 Cartoon (Movie), Transformers: Revenge of the Fallen, Transformers: Alliance, IDW Comics

A rail gun is not actually a “gun” at all. It is, in fact, an electromagnetic launching system. It uses magnets linked in a chain to propel projectiles at hypersonic speeds. A single round of ammunition, usually spent uranium shells, can destroy a tank from three miles away.

THE IMMOBILIZER

TYPE: Ray Gun

ORIGIN: Earth

DESCRIPTION: Bazooka-sized, immobilizing, difficult to wield

HISTORY: Crafted by Wheeljack, this invention has yet to be completely perfected.

TYPE OF PROJECTILE: Electro-Magnetic Ray

MAJOR PERSONALITIES: Wheeljack

SEEN IN: G1 Cartoon

Every once in a while, Wheeljack makes a successful invention (in that it works). The Immobilizer is one of these. When properly utilized, the Immobilizer can permanently halt all motor functions of a targeted Transformer. Only a switch of wires can reinitiate motor functions in such a frozen Transformer. Thankfully, the Decepticons have yet to get their hands on this one-of-a-kind device.

MODE LOCK

TYPE: Implant

ORIGIN: Cybertron

DESCRIPTION: Tiny, geared, removable, undetectable, transformation-inhibiting

HISTORY: Developed at an unknown time, these transformation-inhibiters are widespread in the jails and torture rooms of Cybertron.

MAJOR PERSONALITIES: Soundwave, Blast Off

SEEN IN: G1 Comics (Marvel), Transformers: Spotlight

These devices were devised on Cybertron as jailing tools. Once attached to a Transformer, they prevent transformation. Small, inexpensive, and easy to maintain, the Mode Locks are impossible to remove from (or by) the being they are attached too. If an individual is mode locked for too long, it becomes harder and more painful for them to transform once the device has been removed.

DEATH CRYSTALS

TYPE: Projectile Round

ORIGIN: Dredd

DESCRIPTION: Tube-sized, organic, phosphorescent, used as a projectile

HISTORY: The Decepticons discovered and later mined this mineral on the planet Dredd. Reserves are now low in Earth-proximate space.

TYPE OF PROJECTILE: (where applicable)

MAJOR PERSONALITIES: Megatron

SEEN IN: G1 Cartoon

Indestructible bullets are only the products of imagination on Earth. On the planet Dredd, however, death crystals are mined for this express purpose. The Decepticons use slave labor to harvest these minerals. They are then used by shock troops (or high ranking officers) during situations that need to be over quickly. After facing a few dozen rounds of this unstoppable firepower that can cut through anything, most “problems” are solved.

ACID PELLETS

DESCRIPTION: Energon-powered, bladed, transformable

HISTORY: Developed by Optimus Prime from his time on Cybertron; variations exist to the present day.

SPECIAL POWERS: Chargeable, modifiable, emerges from Optimus Prime's body

MAJOR PERSONALITIES: Optimus Prime

LAST KNOWN LOCATION: N/A (Connected to Optimus Prime)

SEEN IN: G1 Cartoon, G1 Comics, Transformers: War for Cybertron, Transformers: Fall of Cybertron, Transformers: Dark of the Moon, IDW Comics

These tiny projectiles don't do as much damage through their kinetic energy as they do through their impact. These pellets explode with an acid that is powerful enough to eat through metal. Because of their lightweight and streamlined shape, trained fighters, such as Prowl, can fire these pellets as speeds up to 500 rounds per minute.

DECEPTICON HUNTER

DESCRIPTION: Energon-powered, bladed, transformable

HISTORY: Created in the distant past in order to aid galaxy-traveling warriors who would need multiple weapons and tools on countless worlds.

SPECIAL POWERS: Endlessly transformable, Cybertronian-only

MAJOR PERSONALITIES: Fixit, Bumblebee, Strongarm, Sideswipe, Grimlock, Optimus Prime

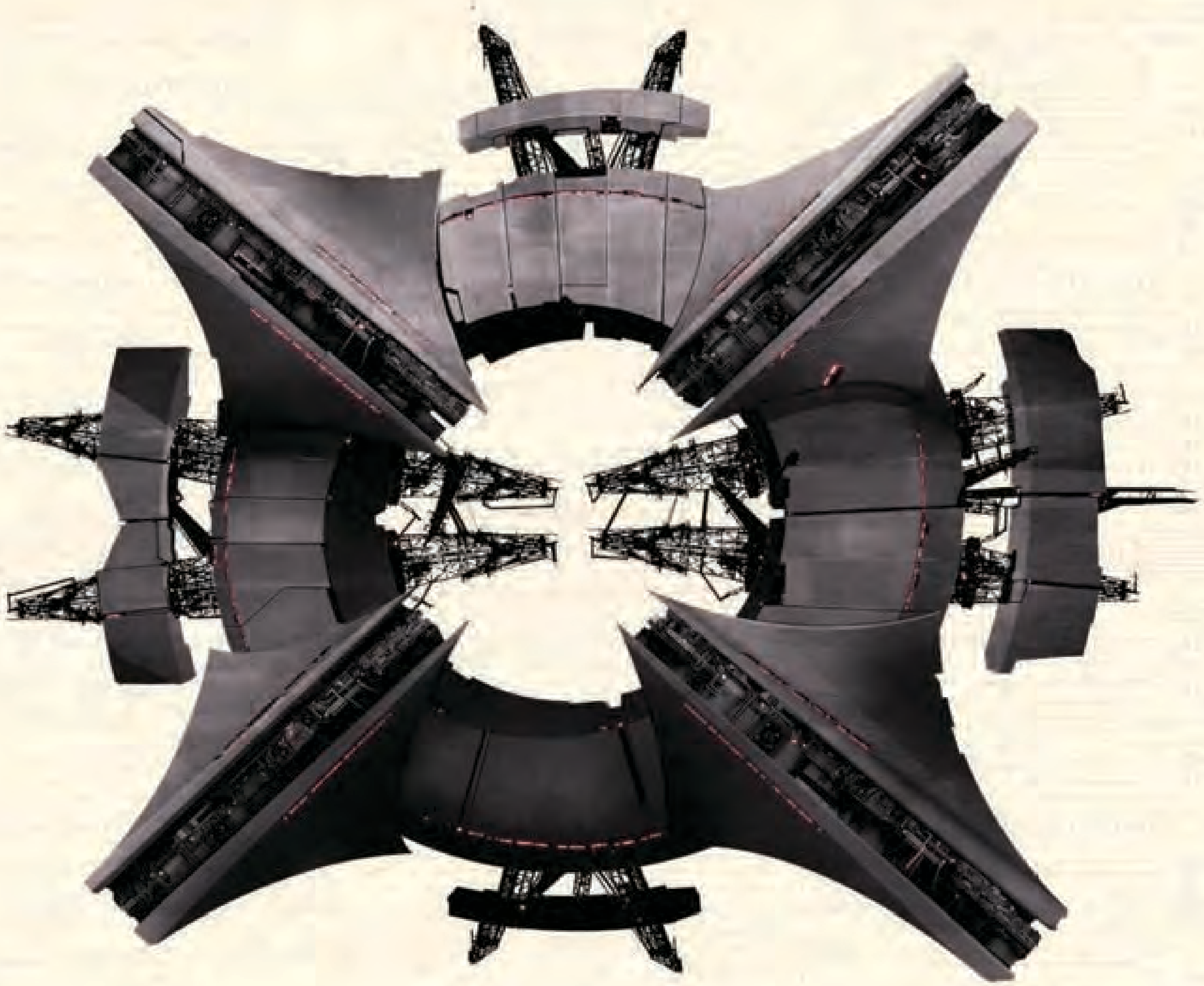
LAST KNOWN LOCATION: Earth

SEEN IN: Transformers: Robots in Disguise

Though it only looks like an energized baton, the multi-changing "Hunter" is a warrior's dream. Its wielder can transform the device's Energon beam into any form that the bearer could imagine. This typically means that the beam can become an axe, a sword, a lance, or some other weapon. Some bearers have constructed flowers, miniature versions of themselves, or even abstract imagery.

All this is powered by thought thanks to a cybernetic linkage system housed within the Decepticon Hunter itself. The technology connects directly with the mind to produce subconscious desires. This means that a wielder with more inner calm or strength will focus the beam better than others.

The Autobot known as Fixit used basic forms of this device in order to capture fugitive Decepticons. Later, he and his team learned that they could create even more powerful constructs by crossing Energon beams from two or more weapons.



Artifacts of the Primes

THE MATRIX OF LEADERSHIP

DESCRIPTION: The mantle of leadership for Transformers; the key to Cybertron; a jewel; a set of magnificent physical powers; repository of martial memory of the Primes

HISTORY: The jewel from the hilt of Prima's Saber; physical representation of leadership bestowed by the planet Cybertron; given from Prime to Prime led by Primus' will; last bearer was Sentinel Prime before disappearing at the end of the Golden Age; bestowed on Optimus Prime after Energon X was released into Cybertron's core.

SPECIAL POWERS: Bearer is leader of Cybertron; unlocks Cybertron's transformative powers from Core outwards; amplifies physical strength, agility, stamina, response times; carries the martial prowess of its previous bearers

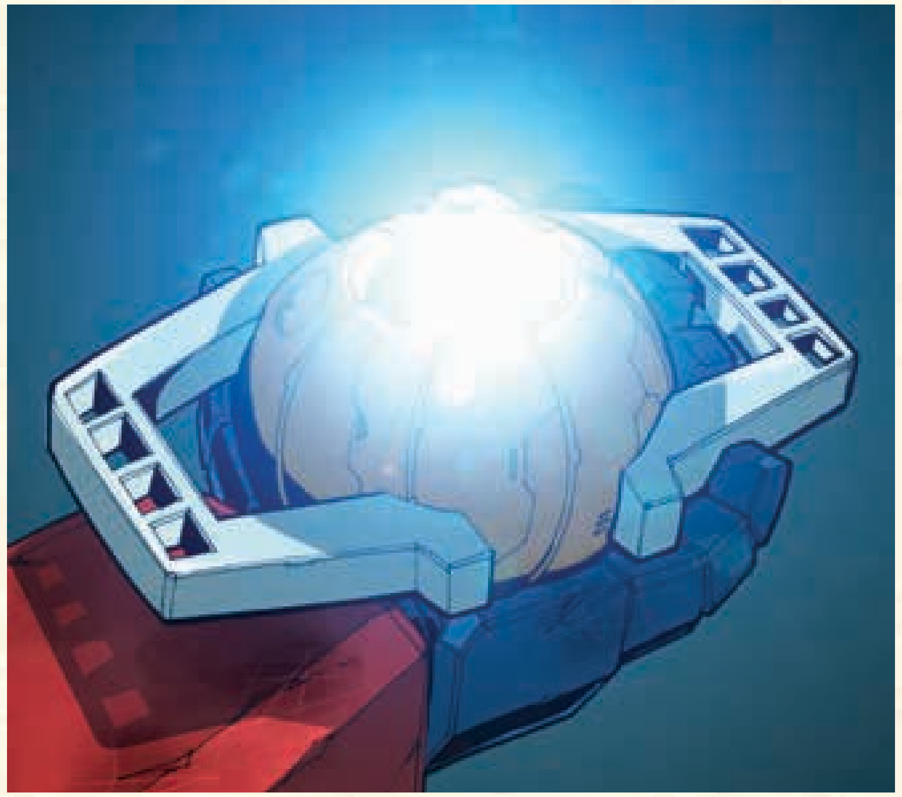
MAJOR PERSONALITIES: Prima, Optimus Prime, Sentinel Prime, Quintus, all leaders of Cybertron.

LAST KNOWN LOCATION: Within Optimus Prime

SEEN IN: Gen 1 Cartoon, Gen 1 Comics, Gen 2, Madman Transformers Comics, Japanese Cartoon Continuity, Headmasters, Dreamwave Comics Continuity, IDW Continuity, Beast Wars, Beast Machines, Robots in Disguise, Unicron Trilogy, Live-Action Film Continuity

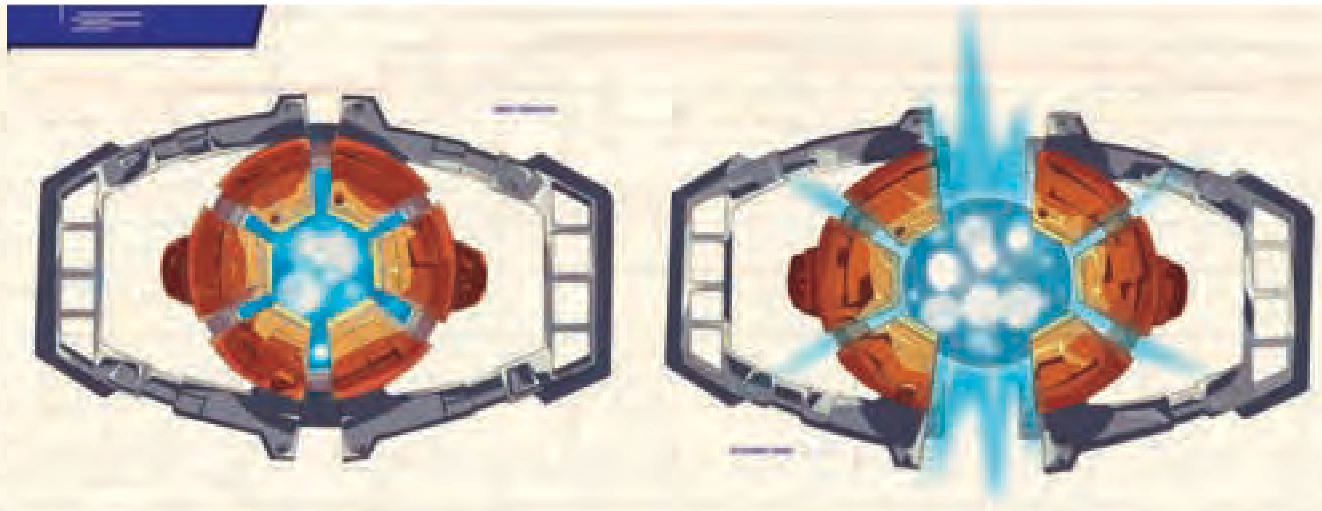
Possibly the most significant artifact in the Transformers culture, the Matrix of Leadership is no mere medal or crown to signify power. It is a potent container of powers unimaginable that amplifies the bearer's innate powers and imbues the powers of the Matrix's previous bearers on the current wearer. These bearers of the Matrix of Leadership also receive the honorific "Prime" after Prima, the Leader of the Primes.

The Matrix of Leadership is bestowed by Primus, as the core of Cybertron, upon the destined leader of Cybertron and the Transformers. While the Council of Cybertron can appoint leaders, the Matrix of Leadership trumps all other authorities on Cybertron. This is not simply because of the incredible physical powers the bearer gains, but because the Matrix is the key to Cybertron's power of transformation. The Matrix of Leadership when wielded by its chosen bearer can be used to manipulate the very structure of Cybertron from a foundational level to physically change the planet to suit the needs of Transformer society, as seen by the bearer.



The Matrix itself was originally the jewel in the hilt of the Prima's Saber. When Primus died the Saber was returned to Cybertron by Nexus Prime, where the Saber portion disappeared, but the jewel remained as a talisman handed from leader to leader, by the will of Primus. Several times in the course of Transformer history, either because the Leader of Cybertron died in a far-flung galaxy or because no clear heir to leadership was present, the Matrix returned to the Core of Cybertron with its bearer's Spark. The most lengthy and notable disappearance of the Matrix was the period before it was bestowed on Optimus Prime. In the absence of a clear mandate of leadership from Cybertron, Transformer society stagnated.

Once Optimus Prime proved himself



worthy of the Matrix by literally putting his life on the line to prevent the corruption of Cybertron by Energon X. While Optimus Prime failed, Cybertron saw him as the fated leader of the Transformers and bestowed the Matrix of Leadership on him knowing that he could lead the Transformers in this epic battle to excise the corrupting elements from Cybertron's core and reunify warring factions.

Optimus Prime, now a physical match for his enemy, was able to retreat through space to Earth, where he began to assimilate other Artifacts of the Primes. While the various powers of the Artifacts are later transferred to the Ultimate Transformers, the Matrix of Leadership remains Optimus Primes until his demise.

THE COVENANT OF PRIMUS

DESCRIPTION: Complete, historic, multilingual, looks like a book

HISTORY: Created by Alpha Trion after the War of the Primes. Alpha Trion recorded the complete history of the Primes and chronicled the history of the Transformers; includes events in the future in inscrutable code.

SPECIAL POWERS: Holds the Truth of the past and prophecy of the future.

MAJOR PERSONALITIES: Alpha Trion

LAST KNOWN LOCATION: Cybertron, Iacon Hall of Records

SEEN IN: Transformers: Beast Wars

Alpha Trion created the Covenant of Primus to record the history of Primus, spanning the breadth of time, from the ancient past into the far future. Written in the language of the period as it happens, the multilingual tome is maintained by Alpha Trion, who can alter the language of the book with his Quill.

As the time comes closer for certain prophecies to come true, the reader is finally able to "decipher" the words in the book. The content that pertains to far off future events is written in a code that cannot be deciphered.

THE ALLSPARK

DESCRIPTION: Small, life giving, energized, chaotic, intensely Informational

HISTORY: This small object was created in the early days of Cybertron. It was flung into space when Alpha Trion feared the Autobot-Decepticon Conflict would destroy it. It was discovered nearly a billion years later on Earth, when the Autobots and Decepticons traveled there. It has since been assimilated into Optimus Prime.

SPECIAL POWERS: Creates sentient life, imbues knowledge

MAJOR PERSONALITIES: Optimus Prime, Sam Witwicky

LAST KNOWN LOCATION: Earth

SEEN IN: G1 Cartoon, G1 Comics, G2 Comics, Transformers (Movie 2007) (as well as Comics and Novels), Transformers: Revenge of the Fallen, Transformers Animated, Dreamwave Comics, Transformers: Beast Wars

The AllSpark is the life-giving artifact that all Transformer society is based around. Some consider it a myth; others have searched for it their entire lives. All know its story: wielded by the Primes, lost before the Golden Age, able to give life and record of all Cybertronian knowledge. Such a thing could easily make any warrior nearly invincible.

For this reason, Alpha Trion hid it so that someday it would be available to show future generations the true history of the Primes. It was discovered on Earth and after a climactic battle, during which The Fallen was awakened, the AllSpark was shattered. It then merged into Optimus Prime's being. Prime absorbed all of the AllSpark's knowledge, though not it's power. Despite the AllSpark's destruction, the information of how to return to and revive Cybertron was revealed and left dormant deep within Optimus Prime's subconscious.

THE STAR SABER

DESCRIPTION: Light, massive, fueled By Energon

HISTORY: Crafted by Solus Prime to aid Prima in battle, this weapon shattered upon its wielders' final battle with Liege Maximo. Its hilt later became the Matrix of Leadership.

SPECIAL POWERS: Can cut through any matter

MAJOR PERSONALITIES: Prima

LAST KNOWN LOCATION: Destroyed

SEEN IN: G1 Comics (Marvel)

Solus Prime crafted this weapon for Prima, who used it for millions of years before his final battle with Maximo. Though he defeated the treacherous Prime, Prima died in battle, his saber shattered.

The Star Saber had been broken into five pieces, which Nexus Prime took to five different locations in the Universe. While there are many powerful pieces of the Saber, the largest jewel from the hilt of the Star Saber was returned to the core of Cybertron.

The Star Saber's jewel lives on, in part, as the Matrix of Leadership.

THE REQUIUM BLASTER

DESCRIPTION: Nuclear, immensely powerful, near-limitless capacity

HISTORY: Megatronus used this gift from Solus Prime's to do battle. It remained with him when he became The Fallen, but was then destroyed.

SPECIAL POWERS: Precise Aim, Unstoppable Power

MAJOR PERSONALITIES: Megatronus

LAST KNOWN LOCATION: Destroyed

SEEN IN: IDW Comics, Transformers: Revenge of the Fallen

Solus Prime crafted a mighty weapon for Megatronus. This Blaster had multiple settings, from simply point-and-destroy, to "atomic blast," to vaporize. The power it gave Megatronus did nothing to limit that being's ego.

It remained with its master after he became The Fallen, but was destroyed during The Fallen's resurrection (and subsequent death) on Earth.

THE QUILL OF TRION

DESCRIPTION: Artifact of Alpha Trion

HISTORY: Used sparingly, affects the outcome of prophesies.

SPECIAL POWERS: Only item capable of altering the Covenant of Primus

MAJOR PERSONALITIES: Alpha Trion

LAST KNOWN LOCATION: Cybertron, Iacon Hall of Records

SEEN IN: Modern Continuity

While Alpha Trion is committed to the integrity and truth of the history of Primus contained within the Covenant of Primus, he has occasionally altered that document and its language. Knowing that the future history of the Universe is mutable, he often makes minor changes to try and shift time into a path that is more peaceful or has a more benevolent outcome. This meddling has often backfired, but he while he has learned from past mistakes he is still tempted by the opportunity to create a better future.

SOLUS PRIME'S FORGE

DESCRIPTION: Energon powered, lost, powerful

HISTORY: Created in the distant past, Solus Prime used this hammer to create the other artifacts of the Primes. It later gave birth to the Transformers upon her death, but was hidden by Alpha Trion shortly thereafter.

SPECIAL POWERS: Crafting ability, imbues artifacts with power

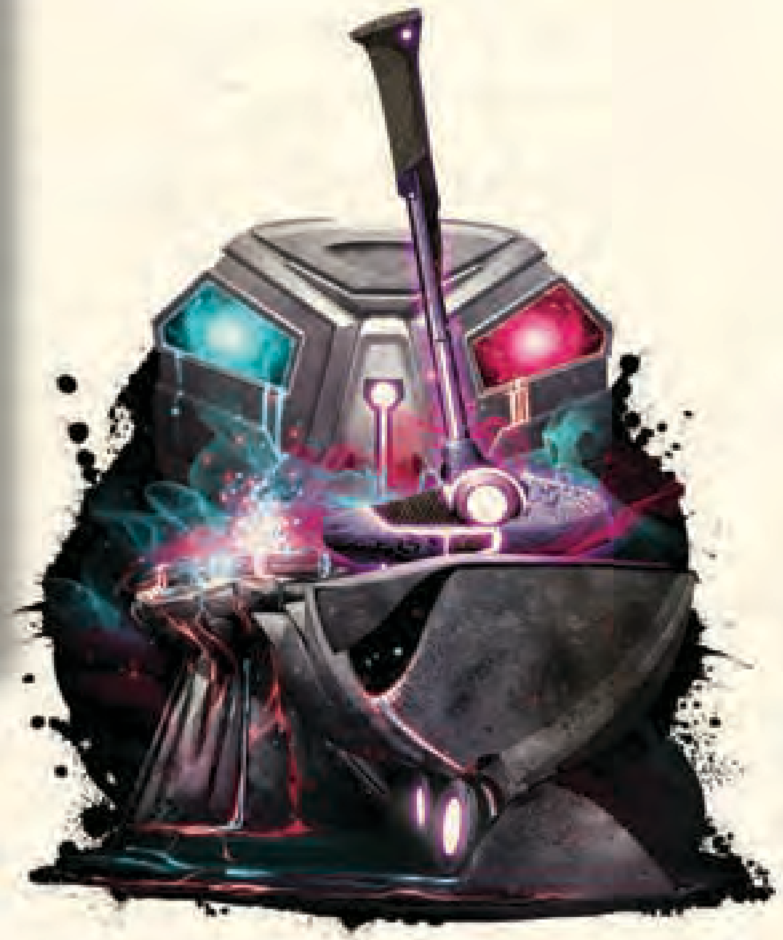
MAJOR PERSONALITIES: Solus Prime

LAST KNOWN LOCATION: Cybertron

SEEN IN: N/A

Solus Prime used her Forge to craft the other artifacts of her fellow Primes. It is unknown whether Primus granted this item to Solus or whether she forged it herself. Nevertheless, legends speak of its creative powers.

The Forge was destroyed by the other Primes when Solus died. Its energy arced out of its form, fashioning a final act of creation. Combined with Solus's blood, the creative energies released from the hammer gave birth to the Transformers.



THE SPARK OF QUINTUS

DESCRIPTION: Small, life-giving, chaotic, non-mechanical, energy-driven

HISTORY: Used by Quintus to bring life to the lifeless, this Spark is the fulcrum of Quintesson life. Quintus later abandoned it, though the few who know of its existence are unsure of its whereabouts.

SPECIAL POWERS: Life-giving, animation

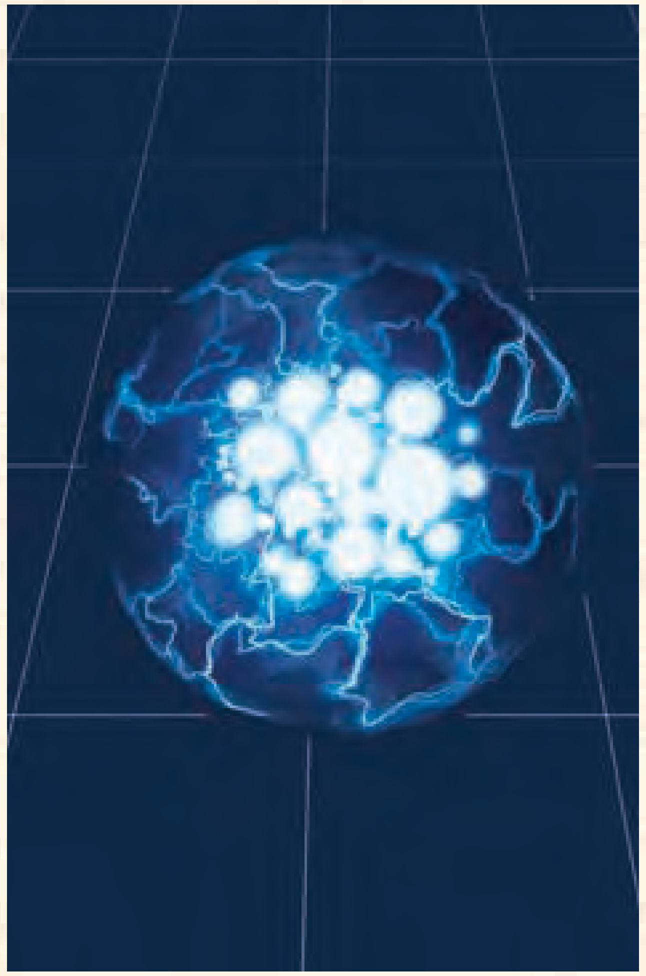
MAJOR PERSONALITIES: Quintus

LAST KNOWN LOCATION: Quintessa

SEEN IN: N/A

Quintus was the other creator among the Primes, but he was more chaotic and improvisational than the level-headed Pandora Prime. His artifact, the Spark, was much like a bag of tricks. Quintus could use it to create life in a myriad of ways, or to animate inorganic material.

It was with this device that Quintus created the Quintessons and their culture, but due to his lack of foresight, the Quintessons were slowly corrupted by the seductions of evil. Quintus, ashamed, returned to Cybertron and aided Alpha Trion in developing the Transformers. Hoped this would help him atone for his mistakes, Quintus did not use his Spark, which he may have left on Quintessa. He then vanished into space.



THE ENIGMA OF COMBINATION

DESCRIPTION: Puzzling, confers the ability to combine different objects into a whole object

HISTORY: Created by Solus Prime for Nexus Prime; disappeared when Nexus Prime hid the shards of Prima's Star Saber.

MAJOR PERSONALITIES: Nexus Prime

LAST KNOWN LOCATION: Deep Space

SEEN IN: Modern Era

As an aid to use the power of combination that Nexus Prime was born with, Solus Prime created the Enigma of Combination for the Prime. While useful for improvisation in battle, they proved just as useful in building structures and other creative processes. Nexus Prime hid it after the War of the Primes and its location remains a mystery.

THE TRANSFORMATION COG

DESCRIPTION: Handheld, electronic, electromagnetic, self-powered, legendary

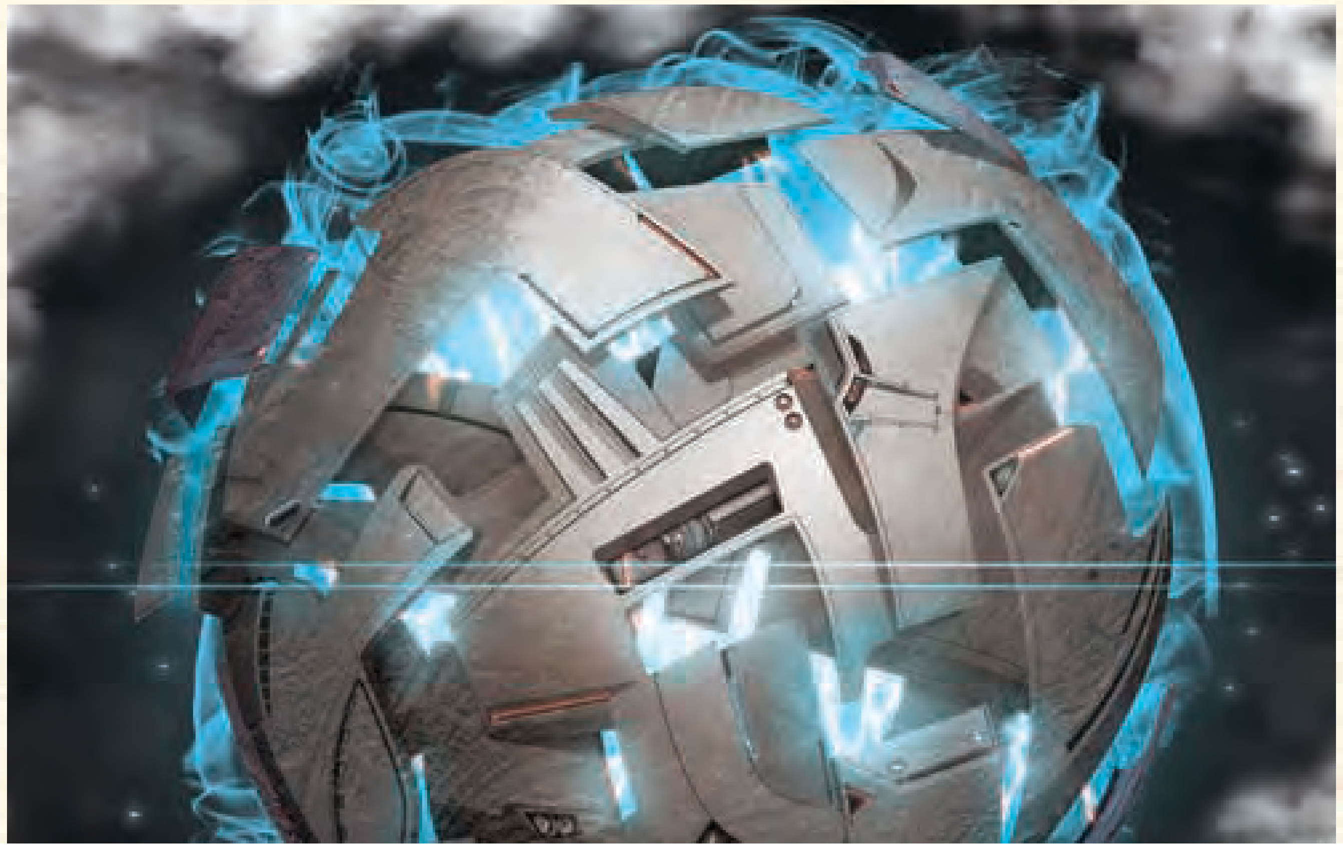
HISTORY: Amalgamous Prime used this device for pranks and war before he disappeared off of Cybertron just before the Golden Age.

MAJOR PERSONALITIES: Amalgamous Prime, Solus Prime

LAST KNOWN LOCATION: Cybertron

SEEN IN: G1 Cartoons

A highly complex device that bends electromagnetic waves in ways that only its forger, Solus Prime, and Amalgamous Prime completely understood. The Transformation Cog contains the powers of transformation that also characterized its chimerical Prime. Though this was a powerful ability, Amalgamous Prime more often used the cog to play a prank, and then escape with a laugh after his mischief was managed. According to legend, the cog was left behind by its owner, hiding in plain sight thanks to its abilities, somewhere in the known universe.



THE LENSEERS

DESCRIPTION: Near unbreakable glass, temporally charged, relatively small, technologically advanced

HISTORY: Vector Prime used this object to control the space-time continuum. It most likely still resides with him, either in death or in another dimension.

MAJOR PERSONALITIES: Alchemist Prime

LAST KNOWN LOCATION: Cybertron

SEEN IN: N/A

Though Alchemist Prime was a wise being, he was not all-knowing. These lenses, when placed on his head, allowed Alchemist Prime to chart unseen shifts in cosmic rays or the flow of tree sap. He could speed up or slow down his perception of linear time with these lenses, and could view things as distant as a supernova. With this ability, he could track nature at a more leisurely pace.

They disappeared along with Alchemist Prime and the departure of the Primes from Cybertron.

THE CHIMERA STONE

DESCRIPTION: Tiny, mineral composition, Prime-tempered, partially mechanical

HISTORY: This rock, crafted by Solus Prime, was used by Micronus to bend reality to his will. After he defeated The Fallen, Micronus hid the crystal somewhere in the Milky Way galaxy.

MAJOR PERSONALITIES: Micronus

LAST KNOWN LOCATION: The Solar System

SEEN IN: Earth

No ordinary mineral can bend reality to its will, but that is precisely what the Chimera Stone can do. Wielded by Micronus, it allowed the Prime to subtly—and temporarily—change the universe around him. He might create a door where none existed before, or a tactile holographic image. Micronus was not a warrior, but this tool allowed him to use his mind in ways that not even Alpha Trion could foresee.

It was through the use of the Chimera Stone that Micronus captured The Fallen, trapping him in a web of illusion from which he could not escape. Having dealt with the murdering Prime, Micronus then hid his tool somewhere in the galaxy, using its powers to disguise its form.

THE TRYPTIC MASK

DESCRIPTION: Unbreakable, quantum entangled, light, durable, confers power of flight

HISTORY: Onyx Prime used the mask in all his battles but it disappeared after the Fall of the Primes.

MAJOR PERSONALITIES: Onyx Prime

LAST KNOWN LOCATION: Deep beneath Cybertron

SEEN IN: Modern Continuity

Like the fabled Cerberus, the Tryptic Mask was designed to shield the faces of its bearer, Onyx Prime. Winged and fearsome, the three faces help forge unity among the Prime's personalities in battle. The Mask itself is a powerful force and increases the battle-skills of the bearer.

Onyx Prime never completely understood this object when Solus Prime gave it to him. After Onyx Prime retreated to guard a mystery of Cybertron, the Tryptic Mask disappeared as well.

THE LIEGIAN DARTS

DESCRIPTION: Multi-purposed, ever returning, limitless energy, dazzling

HISTORY: Liege Maximo used these hypnotic devices as both negotiation aides and weapons. They were taken from him when he went into jailed hibernation on the Hub.

MAJOR PERSONALITIES: Liege Maximo

LAST KNOWN LOCATION: The Hub

SEEN IN: N/A

Liege Maximo used these darts to influence others to follow him. They released pheromones, produced slightly hypnotic affects, and could be used as debilitating weapons of pure energy when the going got really tough.

They remained with Liege Maximo as he was flung into the void between the galaxies by Prima, but were taken from him when he was imprisoned in the Hub.

THE BLADES OF TIME

DESCRIPTION: Formidable blades, combine to cut through space-time

HISTORY: Vector Prime used this object to control the space-time continuum. It resides with him at the space-time nexus.

MAJOR PERSONALITIES: Vector Prime

LAST KNOWN LOCATION: Space-time nexus

SEEN IN: Modern Era

This artifact controls time and space. When Vector Prime wishes to restore reality to its proper alignment, he uses the Blades to cut a course through the past, present, and future of the universe. He uses the two swords like the hands on a clock, allowing him to open portals to specific times and locations to travel. They are also extremely useful as swords and as a master swordsman, Vector Prime wielded the Blades of Time for both martial and peaceful pursuits.

THE SINISTERNAL

DESCRIPTION: Small, life giving, energized, chaotic, intensely informational

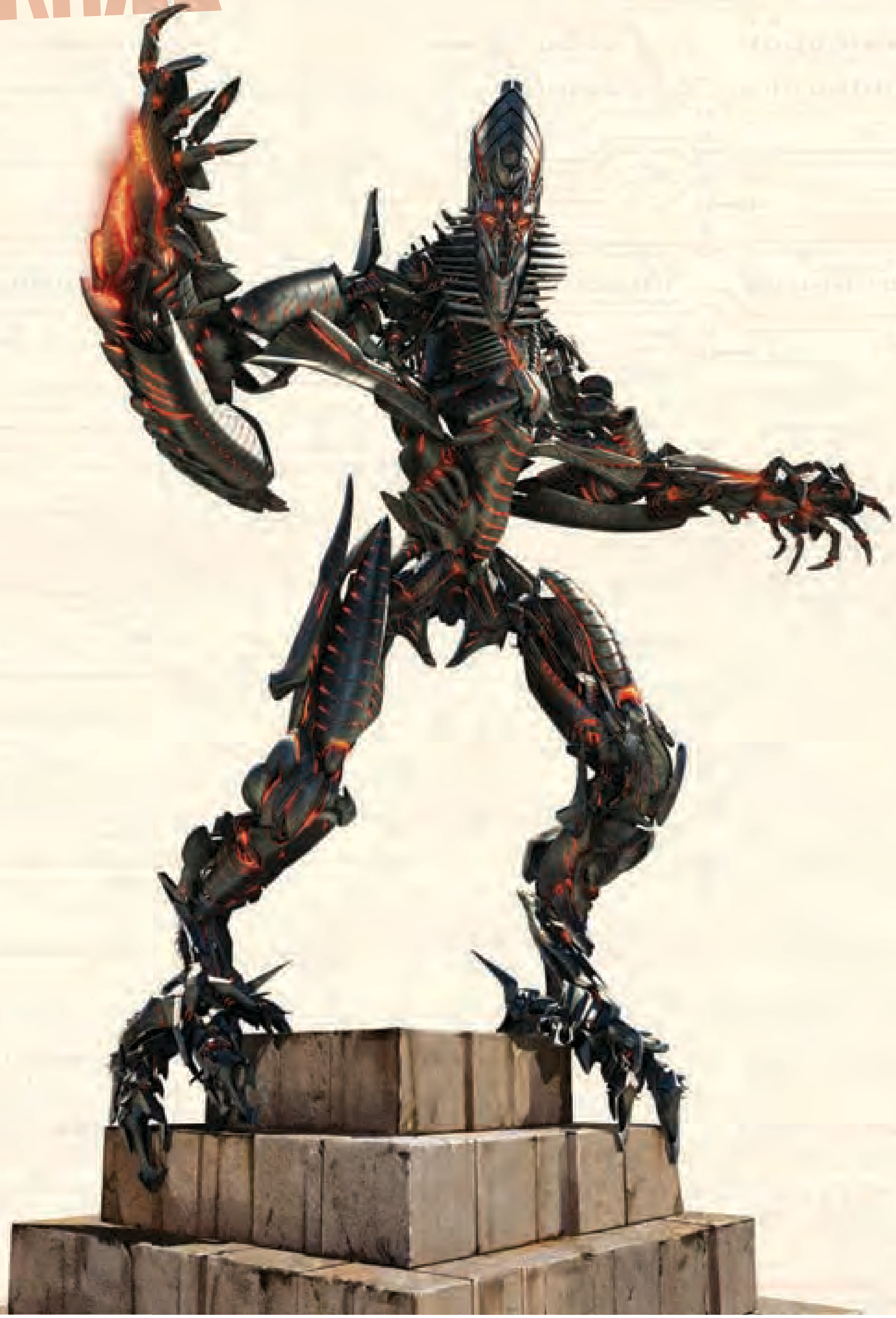
HISTORY: Crafted by Solus Prime in secret. Megatronus killed her for this armor before becoming imprisoned inside it due to a fail-safe explosion detonated by Liege Maximo. It was burned to his body and remained on him until his death.

SPECIAL POWERS: Impregnable

MAJOR PERSONALITIES: Solus Prime, Megatronus, Liege Maximo

LAST KNOWN LOCATION: Earth

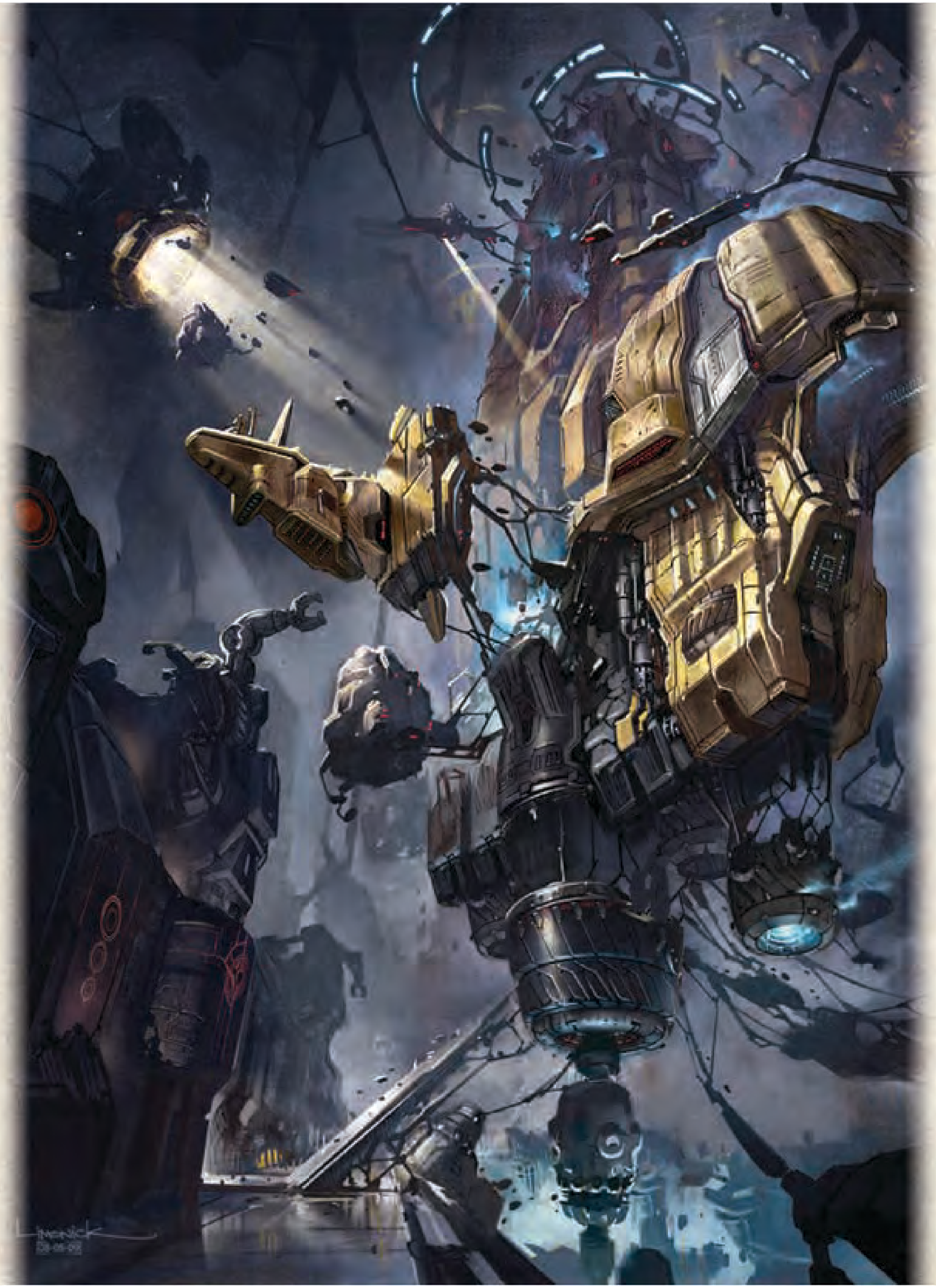
SEEN IN: Transformers: Revenge of the Fallen, IDW Comics



Megatronus's armor was at the heart of the Fall of the Primes. Manipulated by Liege Maximo, Megatronus begged Solus Prime for her recently constructed impregnable suit of armor. When she refused, an enraged Megatronus killed her. Wracked with guilt, he took on the name of The Fallen and fled Cybertron with the armor.

Megatronus did not know a fail-safe device had been built into the armor. When The Fallen put it on, a mini-supernova exploded inside, burning the Prime alive and forever fusing the armor plates to his form.

The Fallen remained this way until his death on Earth, nearly a billion years later.

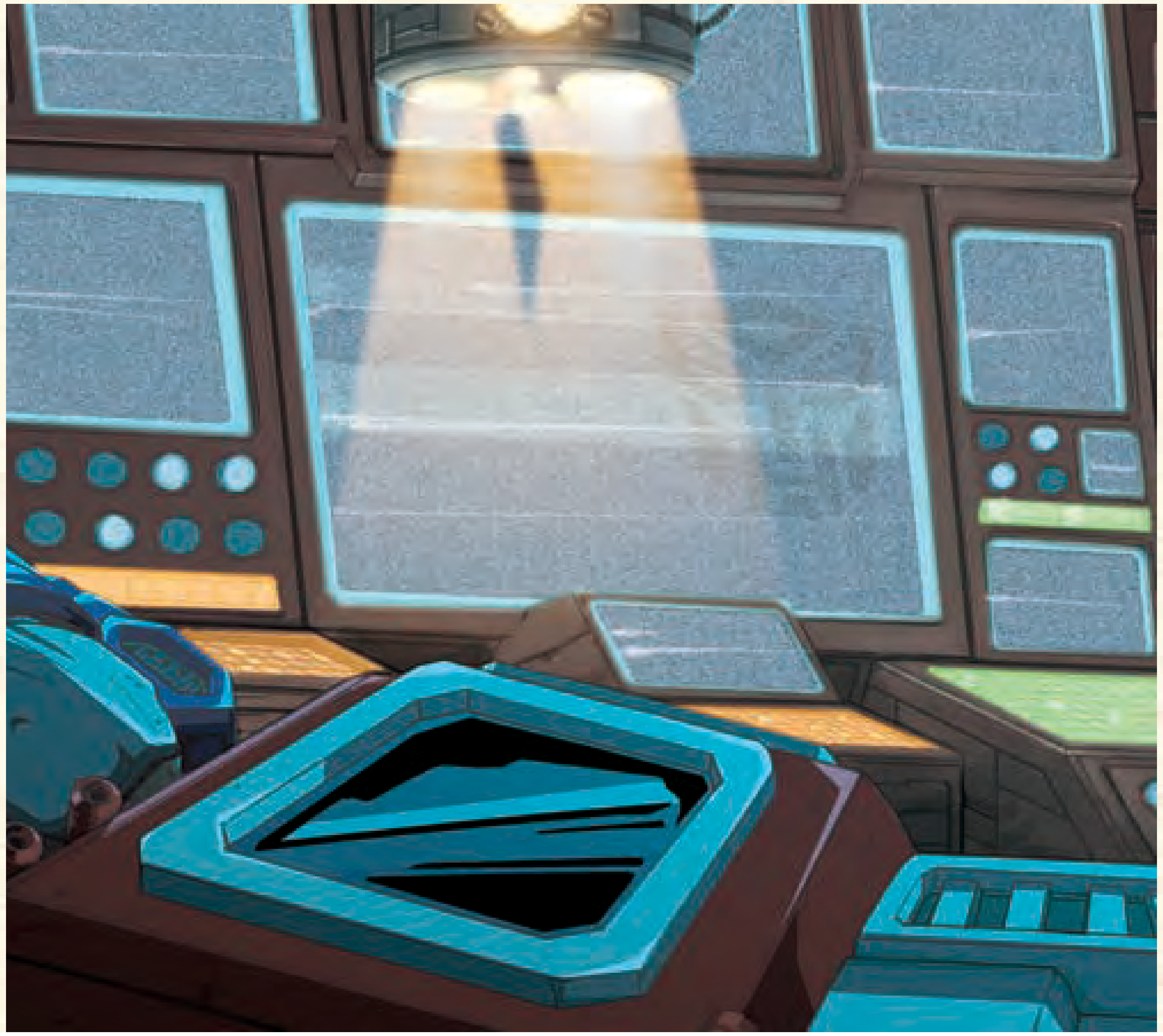


Technology

TELETRAN I

CONTINUITY: GI Cartoon, GI Comics, Transformers Animated, Transformers: Robots in Disguise

Though the Transformers are themselves sentient beings and not artificial intelligences, they do have certain AI's that work for them. Teletran I is such a CPU. The Autobots installed it on the Ark, where it remains to this day as a communications array for Prime and the others. It is semi-sentient, meaning that is has vague self-awareness, but not enough to distinguish good from evil. It merely follows orders.

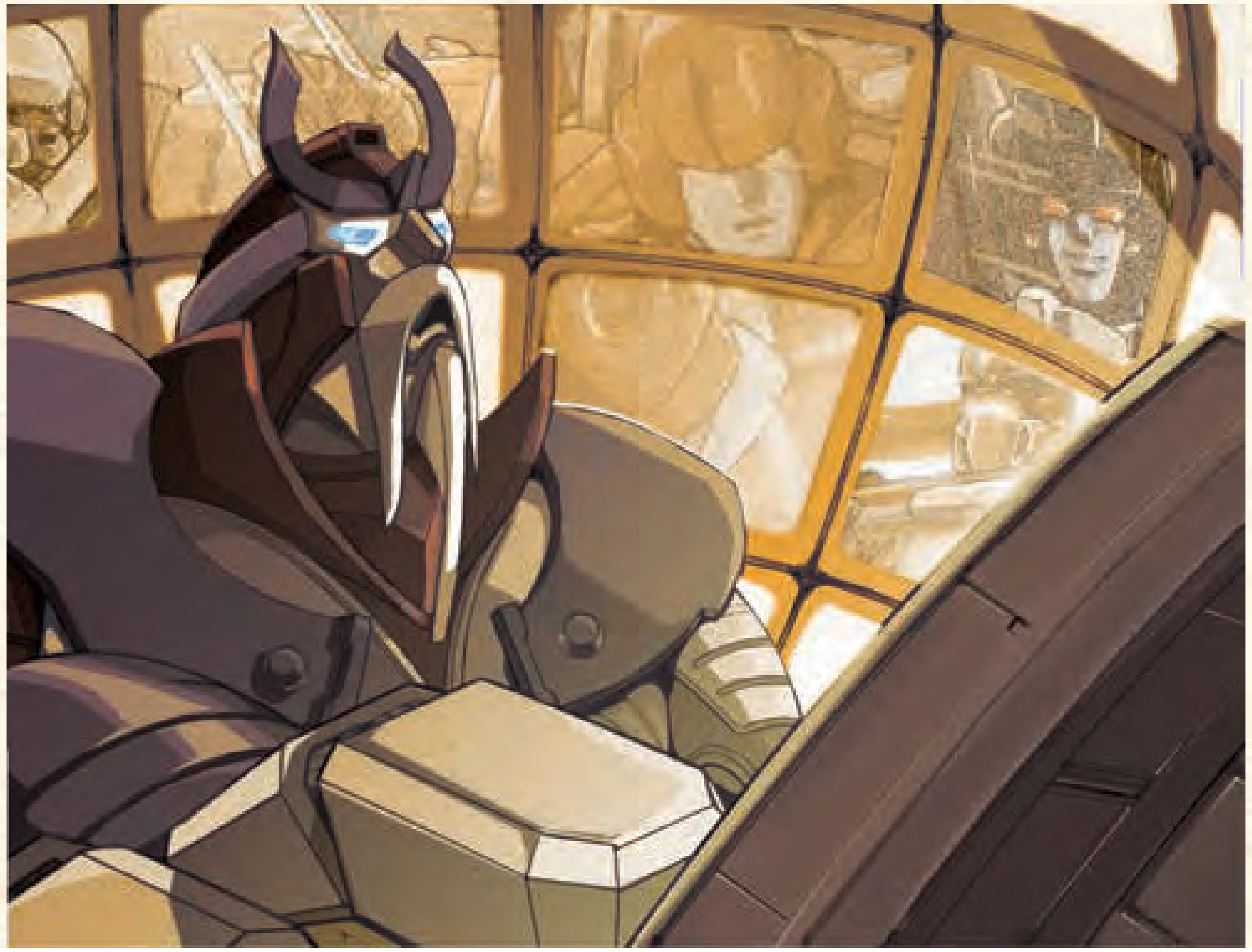


VECTOR SIGMA

CONTINUITY: GI Cartoon, Transformers: Headmasters, Beast Wars Neo, Beast Machines, Transformers: Robots in Disguise,

Long ago, the Primes aided their master, Primus, by creating a massive supercomputer to help in his day-to-day survival. This learning processor eventually evolved to the point where it now oversees the creation and rebirth of all Transformers, deep within Cybertron. The Key to Vector Sigma is the device that controls this process (and the computer itself). Whoever controls this device, literally becomes the keeper of life and death.

It is rumored—though unsubstantiated—that Vector Sigma actually exists in all parallel universes, which is how it manages to house its immense processing power in such a small, golden orb.



ENERGON TRACKERS

CONTINUITY: Transformers: Revenge of the Fallen

Energon Trackers are devices used to search out mass quantities of Energon. Though this matter is abundant in the universe, much of it is either unable to be refined or prohibitively difficult to distil. Trackers home in on quality sources through a complex process that is not entirely understood, even by the designers who created them. They come in many forms, from pocket-sized (for immediate environs searches) to planetoid-sized (for extra-solar activities). Starscream and a number of his crew have the ability to seek out vast Energon deposits.

STAR HARVESTER

CONTINUITY: Transformers: Revenge of the Fallen

Energon is abundant throughout the galaxy in its unrefined form. It is useless in this way, however, so harvesters must travel through space to purify dense quantities of this matter.

One such method is to destroy a star, milking its supernova for vast energy reserves, which a harvester then uses to harness the system's Energon resources into a manageable flotilla. Since this process obliterates the star and any of the planets in its system, an ancient dictum was created: do not harvest in systems where life is present.

PROTOFORM

CONTINUITY: G1 Comics, G1 Cartoon, G2 Comics, Beast Wars, Beast Machines

Like all human beings have a skeleton, so too do Transformers. The outer plating of Cybertronians hides their basic inner framework, which looks remarkably like basic human robots. It provides the basic matter necessary for Transformers to transform and the basic bipedal structure. It is upon this structure that Transformers transcan and transform. It is multi-jointed to allow for vastly different forms.

Transformer Culture

THE RITE OF THE AUTOBRAND

CONTINUITY: G1 Comics (Marvel)

When a Transformer proves himself worthy to join the ranks of the Autobots, there is a ceremony where the Autobrand is burned onto the individual's body. When the war was first beginning, this was a grand ceremony. The end of the war gave the few recruits who joined the Autobots the brand during impromptu settings, and even sometimes on the battlefield.

UNIVERSAL GREETING

CONTINUITY: G1 Cartoon (Movie), Robots in Disguise, IDW Comics, Transformers Animated

There are hundreds of planets with Transformer life and many more languages in the universe. So how to communicate peace when meeting a new race? The Universal Greeting, of course.

Simply state, "*Bah-weep-Graaaaagnah wheep ni ni bong*," and then offer an Energon goodie. The phrase literally translates into "We Come in Peace," or "Take me to your leader," or "Care to dance?" It really depends on the situation. The Energon wafer is the key point, however, as a simple of energy and goodwill.

Human Culture: Companies

QUANTUM LABORATORIES

CONTINUITY: G1 Cartoon

This scientific enclave is a haven for inventors who wish to work on their own projects in peace. The TORQ III supercomputer is the most advanced human-made CPU developed on Earth. Though it is financed by the private sector, the government tries to get its hands on it every once and a while.

HYBRID TECHNOLOGIES

CONTINUITY: G1 Cartoon

Sometimes shortened to HyTech, this company is on the forefront of electronics research and retail. Unfortunately, its founder died, leaving it in the incapable hands of his daughter, Astoria Ritz-Carlton. Astoria would rather be a *fashionista* than a Captain of Industry and the company's stock has taken a significant beating since her takeover.

McCLAREN ROBOTICS

CONTINUITY: Transformers (2007 Movie) Comic, IDW Comics

The agents of McClaren Robotics are the "Men in Black" of the *Transformers* Universe. Whenever a gigantic robot is seen (or destroyed) in full view of the public, teams of these individuals launch into action. They quickly "correct" eyewitness accounts (though bribery or intimidation) before getting rid of any evidence. After they are through with a clean-up effort, it seems as if nothing strange had ever happened.

In reality, of course, it is just a cover organization for the government. NEST occasionally works with McClaren when matters go beyond simple reconnaissance, although William Lennox sometimes grows annoyed that he has to keep information so important from the American public.

Human Artifacts

THE ARCTIC GRAIL: A HISTORY OF EXPEDITIONS

CONTINUITY: Transformers (2007 Movie), Transformers: Official Movie Prequel, Transformers: Revenge of the Fallen

Most books are forgotten weeks after their publication. This would have been so for *The Arctic Grail*, except for one small thing: it is the first published mention of the Transformers.

In a chapter titled "Archibald Witwicky: Trailblazer or Crackpot?", the author deals with the myth of the "Mega Man," the creature that supposedly drove Archibald mad. Though the book summarily writes off any claims about this being, it is now clear that the "Mega Man" it referred to was, in fact, the frozen form of Megatron.

With interest in Transformers peaking, *The Arctic Grail* is now flying off the shelves like never before.

ARCHIBALD WITWICKY'S GLASSES

CONTINUITY: Transformers (2007 Movie), Transformers: Official Movie Prequel

After going mad in the arctic, Archibald Witwicky spent his remaining days in a sanitarium. His glasses, however, returned to his family. Sam Witwicky attempted to sell them to pay for a new car, only to find out that in the lens of the glasses was contained a terrible secret: information of the AllSpark's whereabouts.

AS THE KITCHEN SINKS

CONTINUITY: G1 Cartoon

Few soap operas are more boring than *As the Kitchen Sinks*. The lives of Sheryl, Gordon, Jack, and Donna are pretty standard fare for the format, with the exception that there are rarely cases of amnesia or faked death. That being said, the Autobots can't get enough of the program.

REAL-EFFING-DEAL.COM

CONTINUITY: Transformers: Revenge of the Fallen

Run by Leo Ponce De Leon Spitz, this website is obsessed with the mysterious sightings of the Robot Battles across the world which started in 2009. His site, therealeffingdeal.com, hosts all of the photos, news, sightings, and other information that Leo can gleam from the internet or his contributors.

Most of the shots are blurry, and the videos vague, but Spitz has come under the attention of the government for some very real photos he managed to acquire of the Transformers. The site had more than a small bit of the aesthetic of a conspiracy nut, but became one of the few compendiums of distributed information about alien activity on Earth. Leo himself became a part of the ongoing battle in summer 2009, when he joined forces with the operator of the competing site, gianteffingrobots.com.

GIANT-EFFING-ROBOTS.COM

CONTINUITY: Transformers: Revenge of the Fallen

Someone has been spending an awful lot of time trying to figure out what all these robots in disguise are doing on Earth. The reason tends to change by the week, however, and so the operators of gianteffingrobots.com are constantly updating their site to try and figure out just what is going on with all of these robot sightings. These "Transformers" are real, but do they come in peace? Or war?

This site was owned and operated by Former Sector Seven Agent Seymour Simmons, who abandoned the endeavor when he was reinstated to active service following the Battle of Giza.

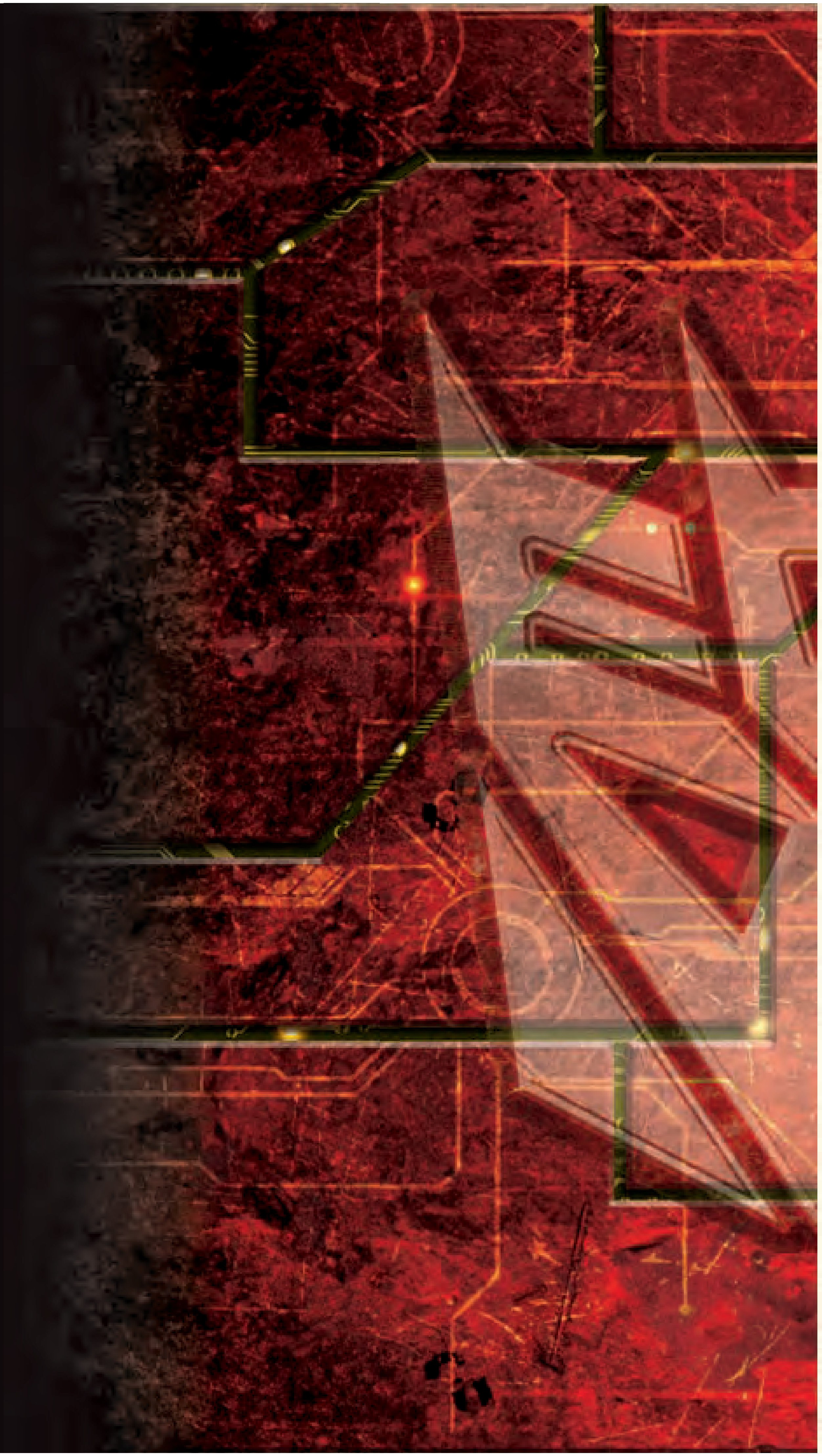
ALIEN AUTOBOT COOPERATION ACT

CONTINUITY: Transformers: Revenge of the Fallen

Signed in secret by the Autobots and top levels of U.S.A. military brass and government, this pact covers how Transformer-Human relations will proceed in the future. The act allies the Autobot-forces with an international corps of military officers to counter the incursions of the Decepticons. While limited technology sharing is allowed, Autobots flatly refuse to share weapons technology. This covenant was hotly contested by varied world governments and factions within governments and did not apply to Decepticons in any way.

VI

The Super Science of Transformers



This chapter is a primer on the fictional elements of science that comprise the rules of the *Transformers* Universe. These are the facts that underlie the action of the *Transformers* Universe this chapter also discusses briefly some of the real science that contributes to these rules.

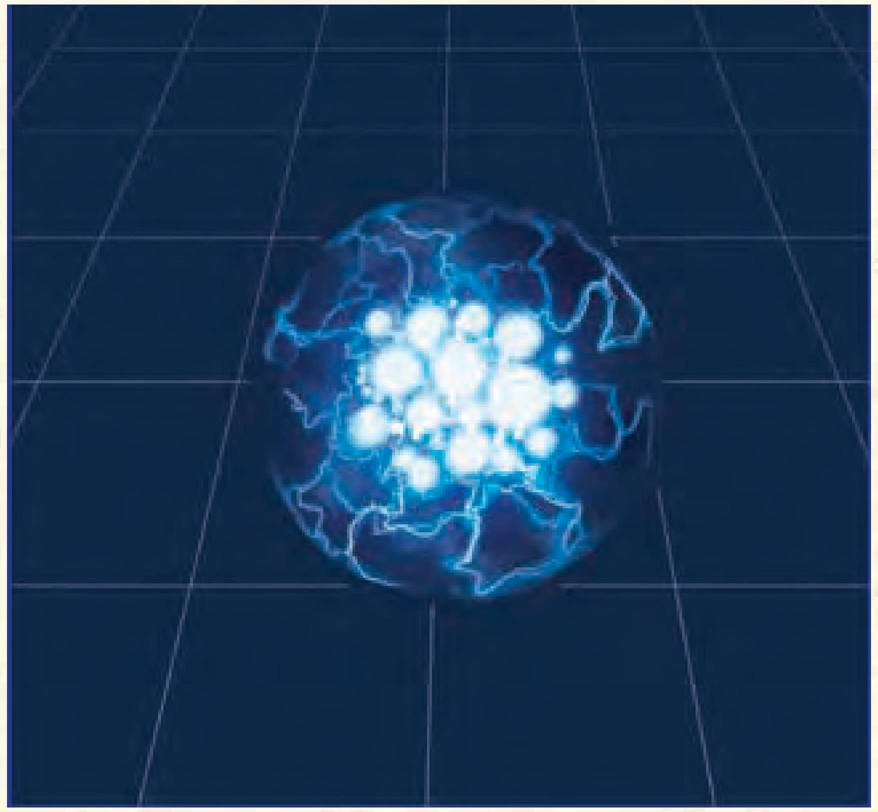
GENESIS

Transformers first appeared when the body of Solus Prime merged with the Core of Cybertron. Her creative spirit was a part of Primus that had to be somehow represented in the physical plane, allowing Primus to create new inventions. From this beginning, the first Transformers were born onto the planet Cybertron, each carrying within them aspects of the facets of Primus's personality, the personalities of the Primes.

Different races of Transformers, of different sizes and scales, emerged, each in the image of one of the Primes. Transformers' personalities, are determined at birth, though the choices they make are entirely their own once they are alive.

THE SPARK

Transformers all have a Spark, akin to a digital soul, that transcends the mortal world. Each Spark is a facet of the core of Primus that resides at the Core of Cybertron — also called the Well of Sparks. When a Transformer dies, its Spark is attracted back to the Well of Sparks where it is reborn into a new form, maintaining its baseline personality, but rarely memories of its history in other forms. Regardless of its distance from Cybertron or the time it takes to return, a Spark will return to be reincarnated. This can take years or millennia.



The Spark is also a physical reality as well as a metaphysical concept. The Spark is a physical organ in the body of a Transformer. If a Spark is extinguished, the Transformer dies. The Spark is the core of a Transformer in the same way Primus is the Core of Cybertron.

STAGES OF TRANSFORMER DEVELOPMENT

Transformers are born into "Protoforms" a blank slate of material that originally manifests near the Well of Souls and adapts to the needs of the Transformer. These Protoforms contain all the mass a Transformer will ever have; they do not grow or shrink with age. When they are damaged they must replace the mass of their body with other material, but this process is an exceptionally difficult one requiring that the materials be broken down into their molecular components and a great amount of Energon and exertion.

Transformers who wish to add more mass to their bodies run the risk of unbalancing their entire system and become considerably less nimble. Their bodies do not manipulate foreign items they add on to themselves the same way their natural forms can transform, it is considered to be much more trouble than it is worth.

From there they go through a short Drone Stage, where they are imbued with technical training for vocations they wish to pursue. The knowledge they gain from this education is controlled differently in different epochs, but just prior to the Autobot-Decepticon War, it was rigidly controlled by the guilds that directed vocations. Though the library of Iacon was open to all, it was extremely rare during this period for a Transformer to seek out knowledge other than what they had been told.

THE ALLSPARK

The AllSpark is the artifact of Alpha Trion, historian of the Primes, and later, the Transformers. It is an item that has great power; it holds all the knowledge of the history of Cybertron, but also, the ability to bestow life onto the inanimate.

It is important to the early history of the Autobot-Decepticon War on Earth in that it is a backup of the knowledge that Alpha Trion kept on Cybertron and was later transferred to Optimus Prime. It also shone like a beacon to the weary Autobots and Decepticons who had become lost in the Milky Way galaxy.

While it exudes consciousness, the Sparks it creates are conditional on its existence, upon its destruction, the objects it animated would once again become inanimate, as they had drawn their life-force from the AllSpark, rather than an innate Spark of their own.

ARTIFICIAL INTELLIGENCE

Transformers are not Artificial Intelligence; they are organic creatures that are not manufactured, but born. For an Artificial Intelligence to exist it must have been manufactured, built, and does not contain a Spark of its own.

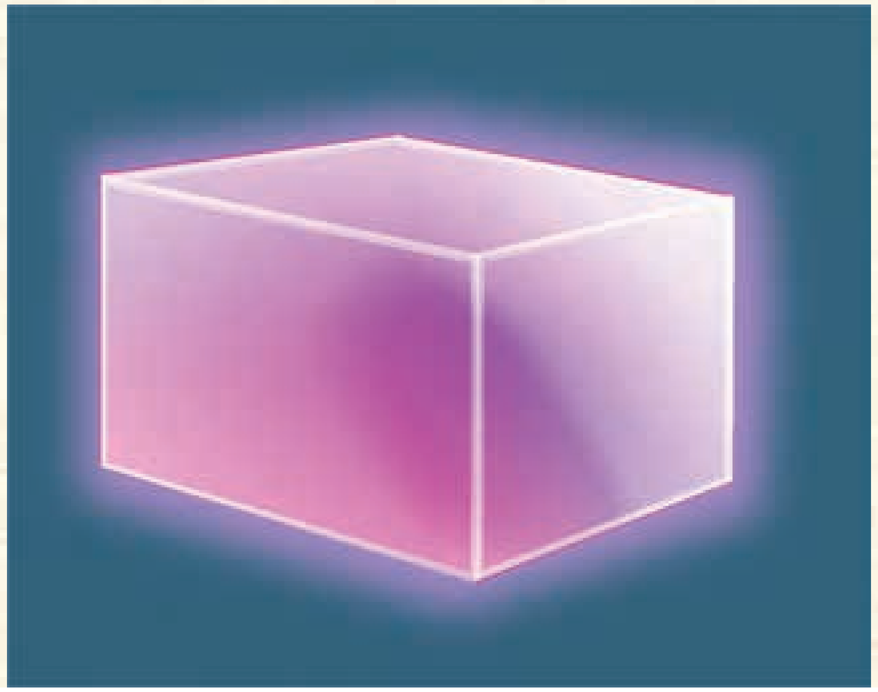
Humans and other far-flung species of the galaxy have created robots, and even basic artificial thinking machines that may resemble Transformers, and advanced computer systems that can be networked and operate intelligently within the limitations of their programming or processing power.

Artificial Intelligence in the *Transformers* Universe has rarely reached the same level of sentience as humans or Transformers and is uncommon. While powerful computing systems operate starships like the *Ark*, it is rare to find one that demonstrates creative thinking.

ENERGON

Energon is a substance of pure creative energy. It is derived from the body of Primus. It is the lifeblood of the Primes and the Transformers and fuels their transformations, their machines, and flows throughout Cybertron. It is the most basic energy source, the easiest to digest and an amazingly potent as an elixir to those species that can imbibe it and as an explosive.

During their first battles that created the Universe, Primus and Unicron injured one another repeatedly. The viscera and byproducts of their battles became the matter of the Universe. The most vital pieces of Primus's body that were scattered around the Universe degraded into pure Energon. The largest source of Energon is of course, the planet Cybertron, which holds Primus within its crust.



Some elements can be refined into Energon, but the process is extremely difficult and requires a large expenditure of energy to begin the process as well as machinery designed specifically for the purpose. There were incidents of Energon Harvesting Machines during the Golden Age of Transformers but they were lost to Transformer culture by the time of the Autobot-Decepticon War.

DARK ENERGON

Dark Energon is the pure body of Unicron and is pure destructive energy. It corrodes anything it touches, be it animate, or conscious. It is highly unstable and is unusable by Transformers, who, being elements of Primus, are made from substances that are their polar opposite.

COSMIC RUST

Cosmic Rust is a microorganism that devours Cybertronian metals. An infected Transformer starts growing a rust-like substance all over their body. Eventually, the corrosion causes the Transformer to waste away to nothing. The disease is highly contagious and can also hamper the ability to transform correctly. Cosmic Rust was first discovered in the ruins of an ancient Autobot colony in deep space. The only cure for Cosmic Rust was a substance called *corrostop*, invented by Autobot scientists.

ENERGY SOURCES

When Energon is not readily available it is possible for Transformers to create fuel for themselves, but, like processing basic sugar is easier for a human body than digesting a highly processed food, these fuels are much less efficient and effective.

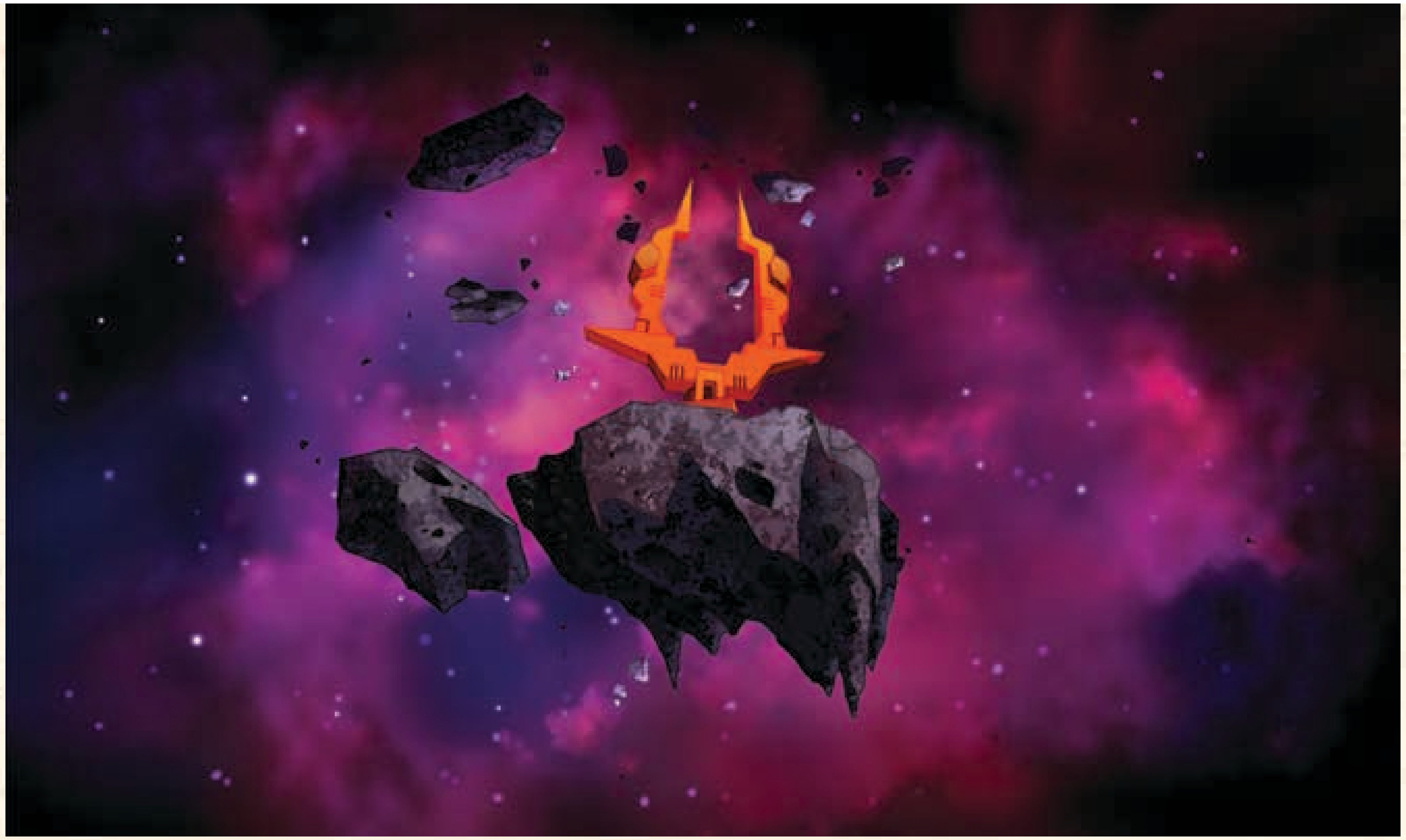
For a Transformer, It takes a lot of effort to process more complex elemental compounds and it is considered an option only when the situation is dire.

The Autobots and Decepticons who make their way to Earth have reached that point of desperation, and for many years by the time they reach Earth, they have been forced to refine their own fuel in the absence of Energon.

TRAVEL THROUGH SPACE AND TIME

The Universe is unfathomably vast, to journey across even a small part of it takes eons. But, there are ways to traverse the stars and even bypass distances that would otherwise take centuries to travel.

Transformers, under their own power can travel through space if they have the ability to escape a planet's orbit, flyers like Starscream, or Transformers with jets, can traverse between close planets. Interstellar Travel by Transformers is possible, but unlikely, Transformers travel subluminally (slower than the speed of light), and therefore, even a distance of a light-year may be a longer trip than is desirable or reasonable unaided.



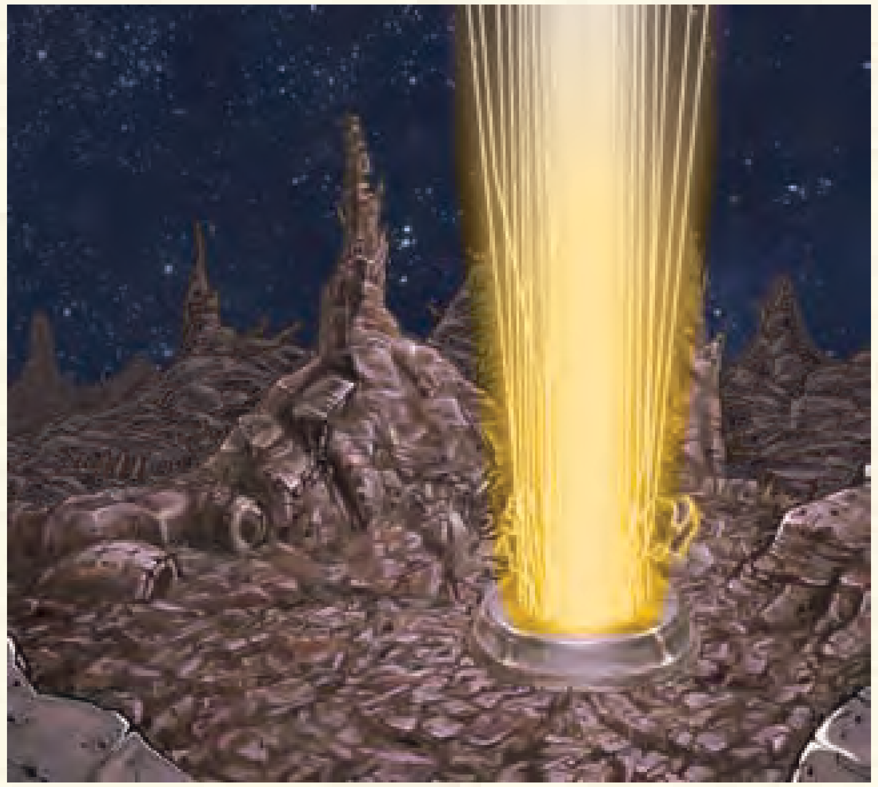
Transformers also have created starships, which also only travel subluminally, but are possessed with systems to allow Transformers to go into a dormant state so that the trip can seem shorter. This process allows their fleets to explore the stars and expand their influence into other galaxies.

SPACE BRIDGES

During the Golden Age of Transformers, Transformer scientists discovered the technology to monitor Space Bridges, essentially wormholes that can be used as shortcuts between distant Galaxies. Space Bridges are the only form of superluminal (faster-than-light) travel available in the *Transformers* Universe.

These Space Bridges are folds in time-space, connected at a single point that may allow travel between the two areas that have connected. Not all Space Bridges are traversable. Space Bridges are unpredictable, and they only exist for certain, variable periods of time.

While Space Bridges are singularly oriented, they can only go between one location and the one at the other end, when they begin to degrade several things can happen, they may become one-way trips, they may collapse at one end leaving the other destination unpredictable, or they may simply disappear, taking whatever might be traversing at the time with them.



Transformers believe that Space Bridges are alternately caused by ripples in time-space caused by the ancient battle between Primus and Unicron, or that they have been created for a specific purpose by Vector Prime. Vector Prime has the ability to control and manipulate Space Bridges.

Transformers are not able to create Space Bridges without the aid of Vector Prime, who has not aided the Transformers in the use of Space Bridges since the early Golden Age. Vector Prime has allowed the Space Bridges surrounding Cybertron to deteriorate until the time of the Autobot Exodus from Cybertron when there was only a single Space Bridge left, which collapsed as they were escaping from the Decepticons.

Space Bridges cannot be used by Transformers to travel back in time.

Vector Prime is the only conscious creature in the Universe other than Primus who can create a Space Bridge.

TIME TRAVEL

The Transformers eventually create transwarp drive that allows them to travel backwards through time. This capability is extremely limited, not allowing for travel to the distant past or beyond the life span of the bearer of the Drive into the future.

Space Bridges are not built to allow for time travel but during the Golden Age, it is rumored that some were used in such a fashion.

Vector Prime has the ability to time travel independently of any device, needing just his two swords to do so; he is the only character with this ability. He is the only character with this ability, and he *can* activate a bridge that others might use *if* they can convince him to do so, he has never provided a Space Bridge in recorded history.

ARTIFICIAL WORLDS

Primus, who is the natural creative force of the Universe, created the planet Cybertron as the first planet to hold life in the Universe. The creation of Cybertron is considered a natural phenomenon, but using its transformative power, and holding it as an example, Transformers of the Golden Age were able to create planets in Cybertron’s image. These were formed from barren planets and as space stations built from scratch. While some still exist most of them are lost beyond collapsed Space Bridges and the means to create them have become unrealistically complex since the Golden Age.

ROBOT DIVERGENCE

Transformers first emerged as 12 differing subspecies, each being similar in scale to a different Prime, from the diminutive Mini-cons, to the mammoth, Onyxians. Some of these subspecies carry likelihoods of certain powers, like flight or weapon preferences, but the Polarities (*See Chapter III: Heroes & Villains*) determine their specific personalities and influence their individual choices.

TRANSFORMATIONS AND TRANS-SCANNING

While they are all born to a specific subspecies, their personalities and aesthetic sensibilities determine how their bodies transform. These personalities, influenced by their Primary and Complimentary Polarities (See *Chapter III: Heroes & Villains*), help to determine what facets of Primus they encompass.

When Transformers chose their forms on Cybertron, they have a seemingly limitless canvas within which to find their aesthetic and functional styles. When on other planets, they "trans-scan" to find an appropriate form to help them blend in and interact with the new environment.

There are several limitations on trans-scanning. First, it takes a large expenditure of energy, so it is not something an individual undertakes lightly, and once an individual has completed the trans-scanning process, they are vulnerable for a period of time until they learn how to operate their new form.

The next limitation on trans-scanning is one of scale. Transformers are born with a certain amount of optimal mass, which will never change. The preferable goal for Transformers is to maintain this mass, at which they are perfectly balanced and optimally functional, while finding a form that they feel manifests their personalities and serves their needs in a given environment.

Should a Transformer lose a part of its mass, the ideal is to reattach the missing parts, but lacking that, they must refine matter to regain their appropriate mass or be unbalanced, function poorly, and risk their lives gravely.

Note on Missing Parts: Each portion of the mass of a Transformer down to the smallest tangible bit contains a recording of the entire life experience of the Transformer, which can be retrieved through special equipment that exists on Cybertron. So even if a Transformer is utterly destroyed (unless it is somehow blown to atoms), a small piece can be taken to the appropriate medical or reconstruction facility for analysis. While it is not possible to resurrect or recreate a Transformer from just this matter (Cybertron must return a renewed Spark to the Transformer), it may be possible to discern some or all of the life story and experiential perceptions of the Transformer from it.

WEAPONRY

Some subspecies of Transformers are built to be martial weapons, innately familiar with projectiles, lasers and with a hunger for combat. Others are more bookish, pacifists who seek to avoid arguments and strife. All Transformers are capable of combat and of the creation of internal weapons, despite their ideals.

For Transformers, transforming their limbs can create various weapons. These vary in form and function based on the predilections of the individual Transformer. The choice to use projectiles versus lasers or saws, swords, or axes is a personal aesthetic one, like all other trans-scanning, though choices often are similar to the weapons of the Primes that rule their polarities.

When a projectile weapon is used, the mass that is sent must be replaced within the Transformer eventually, and all weapons utilize the Energon stores within a Transformer.

SPECIAL SCIENCE

Like the subspecies of Transformers, the sciences and vocations of Transformers are various and numerous. Since the Autobot-Decepticon War's inception, many have abandoned their traditional vocations in order to adopt posts in the factional armies. Many Transformers still participate in the care and maintenance of Cybertron.

Some of the vocations of Transformers as described in past continuities are:

Analyst
Architect
Archivist
Backup Support
Chemist
Communications
Computer Programmer
Counter-Intelligence
Damage Control
Data
Data Retrieval
Detective
Electronic Surveillance
Emergency Rescue
Engineer
Fuel Specialist
Geologist
Highway Construction
Highway Destruction
Hypnotists
Interrogations
Materials Fabrication
Materials Transport
Medic
Messenger
Martial Arts
Maintenance
Metallurgist
Mining & Salvage
Munitions Expert
Psychologist
Rear Guard
Scientist
Scientific Advisor
Search & Rescue
Strategist
Supplies & Support
Tactician

Technicians
Theoretician
Troubleshooter
Urban Planner
Urban Protection

It is clear from this limited list of professions that Transformers have scientists of all stripes, while not explicitly stated in past continuities it is obvious that their scientists include ranks of Electrical Engineers, Biochemists, Astrophysicists, Xenobiologists, Linguists, and countless others that are necessary to expand their knowledge bases and interact with the wider universe.

Also important to note, Transformers are not simply interested in the physical sciences, they are clearly interested in the study of psychology, sociology and its applications in both warfare and peacetime.

EARTH SUPER-TECHNOLOGY

Earth in 2007 within the *Transformers* Universe— when the Transformers arrive in force — has a similar technological level to Earth in the audience's universe.

From there, the influence of Transformer technology and technology to fight on a par with Transformers sends technological innovation in a whole new direction.

While the Autobots refuse to share military technology with humans, observing the Transformers in battle leads to new innovation and new avenues of thinking that humans in the audience universe are not pursuing.

Humans have limited, interplanetary space travel, satellite systems, and computing power commensurate with science as of 2007, that then evolves with the aid of innovation gleaned from Transformers.

LANGUAGE CONVENTIONS

The language of Transformers is not terribly comprehensible to human ears, but the Transformers long ago mastered translation systems so that they can communicate handily with a wide variety of species within moments of encountering them.

Before arriving on Earth, the Transformers had monitored human radio transmissions, so upon arrival, they were already versed with human anatomy and the phonetic requirements of human speech allowing them to quickly become facile with human language.

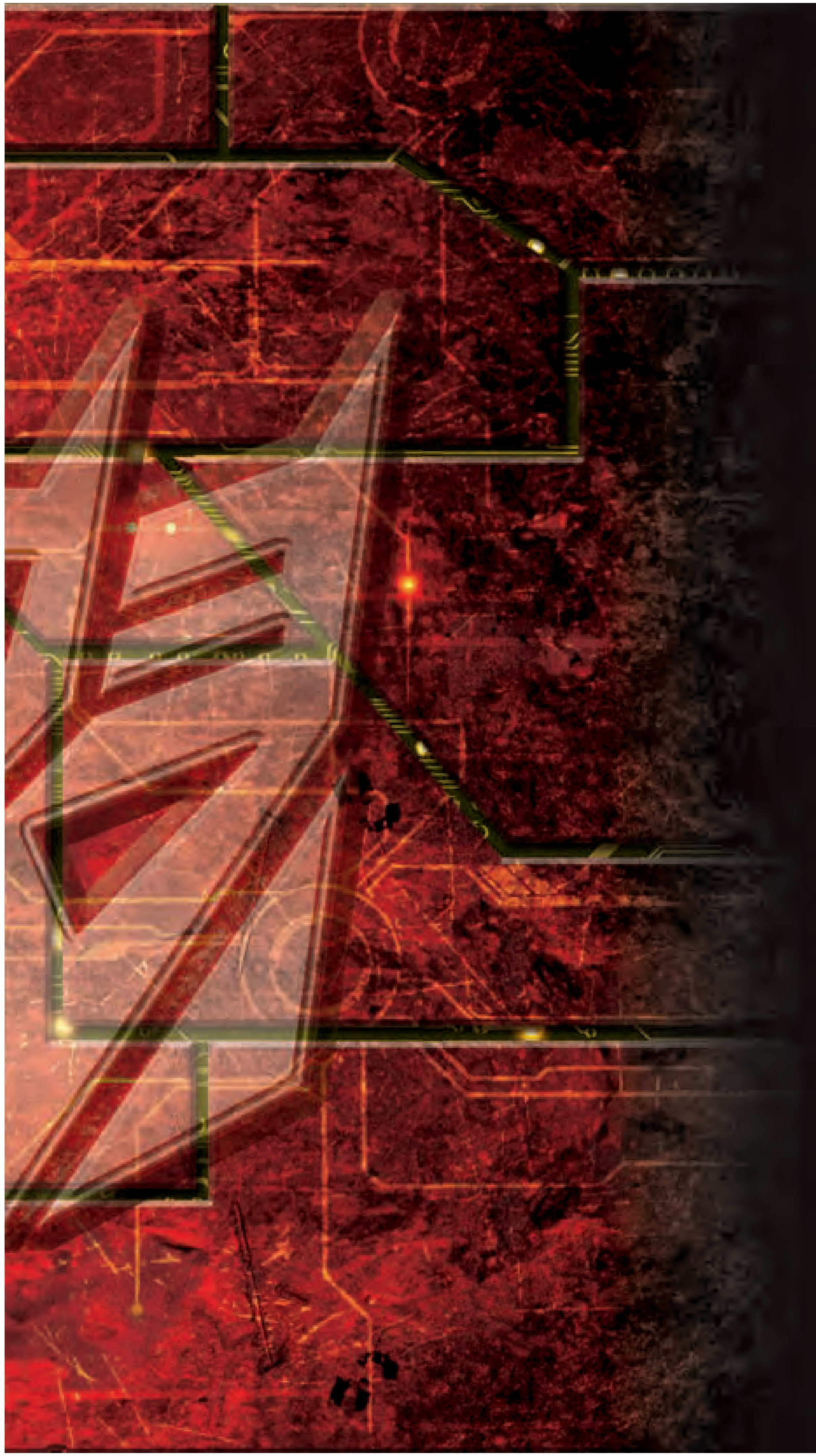
UNITS OF MEASUREMENT

Units of measurement in the *Transformers* Universe are translated, similarly to other parts of language. So, these units are readily familiar to the audience and easily understood by humans and Transformers alike.

Energon is measured in joules, time in minutes and seconds, distance in light-years and smaller measurements that are appropriate to the idiomatic use of the person discussing it at the time; Metric with European humans, English Customary units with Americans, and so on.

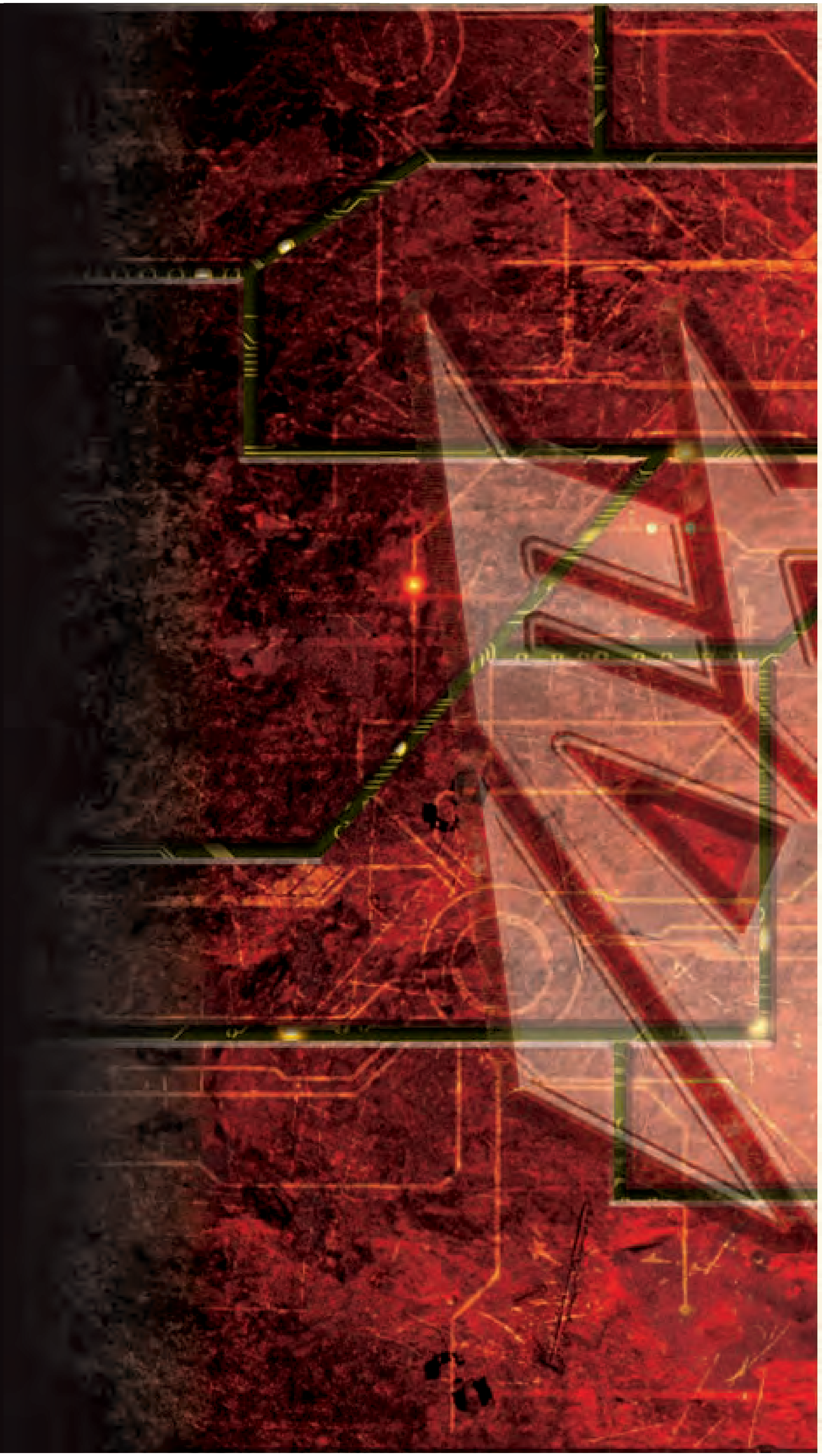
UNITS OF CYBERTRONIAN MEASUREMENTS

NANOKLIK	a unit of time, defined as the duration of 8,589,934,592 periods of the radiation corresponding to the transition between two hyperfine levels of the ground state of the cesium 133 atom. It's about a second long.
CYCLE	a unit of time equal to 100 nanokliks. About 1.5 minutes on Earth.
MEGACYCLE	a unit of time equal to 100 cycles. About 2.6 hours on Earth
SOLAR CYCLE	a unit of time equal to 10 megacycles. About one Earth day
DECA-CYCLE	a unit of time equal to 10 solar cycles.
ORBITAL CYCLE	a unit of time equal to 32 solar cycles. About a month
STELLA CYCLE	a unit of time equal to 320 solar cycles. About an Earth year.
MECAHNOMETER	a unit of distance, defined as the distance traveled by light in a vacuum in 1/268,435,456 of a nanoklik. About 1 meter.
HIC	a unit of distance equal to 1024 mechanometers. About 1 kilometer
STANDARD UNIT	a unit of mass, defined as 2 tenth / (2 fifth – 2 squared) * 6.02214179*10^{23} atoms of 28 Si. About a kilogram.
KILOUNIT	a unit of mass equal to 454 standard units



VII

Archetypes, Messages, & Themes



The Universe of Transformers **is grand and epic, filled with adventure and possibility, complex organisms that test the classic perception of what is a sentient being and what is a mechanical one. A universe of fun, friendship and camaraderie, as well as treachery, tyranny and unimaginable danger, everything in this world is more than meets the eye.**

Despite these constantly changing conditions, there are through-lines that make the Universe resonant and familiar that have brought it through its many successes and will resonate with older fans and new generations for years to come.

In this chapter the brand essence of *Transformers* is described, including mythic underpinnings, the nature of the core conflicts, messaging and thematic content.

The Brand Essence of Transformers

Transformers is an immersive, entertaining, visually engaging and viscerally appealing universe. What follows is a list of the major factors that distinguish the franchise.

What makes a Transformers Story?

A *Transformers* story reflects the themes, qualities, conflicts, and dilemmas that form the basis for the character, Optimus Prime—whether he is in the story or not.

These themes and qualities include responsibility, choice and integrity, working with others for the cause of freedom and for the good of all.

There are thousands of stories set in the *Star Wars* universe that do not feature Luke or Anakin Skywalker (Darth Vader), for example, but Lucasfilm has ordained that all of these stories reflect the inner and outer struggle of Light and Dark that these two characters—the spine of the *Star Wars* mythos—must grapple with.

***Transformers* stories feature:**

- Sentient mechanical beings, Transformers, whose can change their forms to disguise themselves or to battle.
- A sense of epic scale, in both the settings and the tone of the story portrayed.
- A sense of battle on the horizon, either just passed or about to occur, there are only temporary moments of peace.
- An interweaving of history and legend, interpreted in wildly different manners, the history of Cybertron, Transformer history, and Transformer beliefs intertwine into individual perceptions of history and spiritual beliefs.
- A sense that each individual actor in the grand drama of the Universe has the potential to act or change in a way that affects every other part of the Universe.
- Exciting, dynamic Robot Battles on the ground, the air, the sea, and space.
- A duality of good and evil that is represented both implicitly by motivation and explicitly in factional alignment literally with Free Will (Autobot) or Determinism (Decepticon).
- A wide variety of scale in the form of sentient beings from the very small to the planetary.
- Brotherhood, loyalty, and friendship that transcend race, form, scale, and history.
- Rewards for the open-minded; those who are willing to quickly accept changes to their world-view are the most capable of survival and success.
- Rigidity of form and mindset imperils the individual's survival and success.
- Characters from distant backgrounds and unique cultures that defy expectations, with complex motivations and sometimes-conflicting goals. Everything is "more than meets the eye."
- A sense that deciding to help is the only barrier to entering the fight, a child who decides wholeheartedly to aid the Transformers is a welcome ally, as is a national government.
- Just because a character is on the "good" side, doesn't mean they're particularly nice, they may be "good" but they can also be stupid, biased, and mean to those around them.
- The idea that true nobility is found in a person's

choices and ability to act on those choices, not in their station in life or their beliefs.

Brand Archetype: The Ruler

The brand archetype of *Transformers* is **The Ruler**.

From the feeling of mastering the complex mechanism of a *Transformers* toy to the evolution of a character across comics, cartoons, and film; the ability to take control and exercise personal power — whether it be physical, political, or personal — is the core of the *Transformers* Universe. Therefore it is natural that The Ruler describes the foundation of the brand. This archetype—and expressing it in ways that tap into universally resonant feelings and instincts—is crucial for creating and marketing content drawn from the property's fictional canon.

When these deep psychic imprints are understood and employed, your brand gains not only meaning, it can gain market share.

Successful brands draw on responses to such archetypes as the Hero, Outlaw, Lover, Sage, Magician, Creator, and Innocent; and these responses cross lifestyle and cultural boundaries.

To quote marketing and management consultants Margaret Mark and Carol S. Pearson from their seminal book on branding, *The Hero and the Outlaw*, "The Ruler knows that the best thing to do to avoid chaos is to take control. Gaining and maintaining power is Ɛ a primary motivation. To the Ruler, it is the best way to keep oneself and one's family safe."

The Ruler wants to control the world in which they live. Their underlying fear is that without their actions, their leadership, their world will fall into chaos that destroys everything they know and love. This archetype helps develop responsibility, organization, consensus and unity.

As broken down by Mark and Pearson, the attributes of the Ruler and his/her path are charted as follows:

THE RULER

DESIRE: Control

GOAL: Create a prosperous successful family, company or community

FEAR: Chaos, being overthrown

STRATEGY: Exert leadership, amassing power, mastering the self, taking on responsibility

TRAP: Being bossy, authoritarian, not listening to others, egoism

GIFT: Responsibility, leadership

The Ruler—also called the leader, role model, the boss, parent, politician, responsible citizen, manager, or administrator—pervades the *Transformers* property from the source of all life. Primus, who sought to order the Universe, to the personal journeys of Optimus Prime and Megatron, who, both seeking responsibility and to create a better world, become very different rulers. Optimus Prime represents the ideal of this Ruler Archetype, while Megatron shows its dangers and corruption that can come with that power.

The battles across the grand scope of time and space throughout the history of the *Transformers* Universe tend to replay the battles between leaders. They embody the traits of those who believe that might makes right and those that seek to allow freedom for all sentient beings, encompassing all creatures capable of ruling themselves and their own choices.

Transformers audiences, especially children who gravitate strongly to the puzzles that they can solve if they answer the call, are taking control of the physical world around them, just as they are learning to take control of their own bodies and identities in the world around them. Every Transformer has mastery over their form in a very literal way, requiring a degree of responsibility for that form. This requires a conscious mastery of form and function that empowers them personally in a way that creates underlying confidence in their ability to manipulate their exterior world as well as the interior.

A great Leader knows their subjects so well that they anticipate their needs. For Transformers characters and fans of *Transformers*, the freedom of mastery over each individual's self is as necessary as air or water, so a Leader who can foster consensus among discordant, confident characters is the only way to validate the Ruler's constituents and create long-term stability

"[Rulers] act with a natural sense of authority that makes it easy for others to follow them. At their best, Rulers are motivated by a desire to help the world. At their worst, they are domineering or controlling."

TRAITS OF THE LEADER

- Leaders are responsible; they solve their problems by controlling their situation, amassing political and social power, leadership, and empowering others to help in their cause.
- Leaders organize networks around them to extend their reach into areas to expand control and organize the chaotic factors outside their immediate control.
- Leaders have mastery over themselves, control of emotion, image, and perception. They make choices about what they show to others and what face they show in what situation.
- Leaders seek to provide stability in the world around them and within themselves.
- Leaders seek to surround themselves with the material trappings of power, the largest weapons, the most magnificent palaces and ships, the strongest military forces.
- Leaders believe firmly that they must take personal responsibility for the world around them; they do not have faith that someone else will fill their shoes in the absence of their leadership.
- Leaders display innate leadership qualities, they are charismatic and charming, they are magnetic and others tend to look to them for leadership whether they put themselves in a position of control or not.
- Leaders have many opponents both clear and unclear. The waters of power are muddied with plots, politicking, and intrigue; and the Leader must be aware of undercurrents that could undermine their reign from within as well as without.
- Leaders make decisions for a whole much larger than themselves and are held accountable for those decisions. This is an understood part of the job description.

- Leaders have an obsessive desire for control and to expand their power.
- Leaders are governed by their own code of ethical behavior. This system then trickles down across their sphere of influence. This ethical code will define their exterior universe and is tested when their subjects reflect those ethics.
- Leaders strive to create order from the chaos they perceive in their world, usually be creating a cause larger than any individual and embodying it in every detail.

Optimus Prime clearly represents a magnanimous leader, working to better the world around him and while seeing the needs and desires of all around him. His credo, “Freedom is the right of all sentient beings” speaks to the innate rulership of their form that every Transformer contains.

The message resonates further and wider than the single planet of Cybertron; all creatures capable of recognizing their own control over their life and world have the right to exercise that over their own body, and to work to create an ideal world for them and those around them to inhabit. This is only possible however, if there is an organized system that can protect that right and a shared ethical code that guarantees that type of thinking. While Optimus Prime does not actively seek sovereignty over others, his leadership will usher in a better world, one where his ethical code will prevail.

OPTIMUS PRIME — The Warrior

While Optimus Prime embodies the archetype of the Leader, he is also carries many aspects of the Hero archetype. Heroes exert mastery over themselves in order to improve the world, but are less distinguished by their relationship to others than a Ruler. The two archetypes are often connected, through the journey of the Warrior.

When a civilization faces a crossroads or emerges from a time of tremendous upheaval, a savior emerges to fight for order and justice and to improve the world. This figure is the warrior, obsessed with winning against all odds, this character rises quickly to the highest echelons of power by virtue of their skills and ideas, but because they make those around them stronger, more confident, better able to do their own work.

The journey of the Warrior is one of transformation and self-actualization. They begin as a “soldier” either

literally or figuratively following orders, learning self-discipline and working as part of a unit. Then, circumstance, either internal or external, forces the soldier into a personal journey where they must make their own decisions and act according to their own conscience to do what is right, regardless of how that affects those near them, for a greater goal. Finally, the warrior must be able to lead others in their cause, they become a ruler of men, whether small in number or large, they must be able to lead others on the path that they have devised through their introspection and individual actions.

When Optimus Prime was Orion Pax, he did not question the rules that confined him. During Megatron's uprising, he began to think for himself and question orders. He determined to act according to his own perception of what was the right course. While he never sought the power conferred upon him, he acted using that power long before he was granted the Matrix of Leadership.

"Heroes often evince qualities that heighten consciousness in everyone around them. In fact, their secret is who they are, not just what they do."

KEY ASPECTS OF OPTIMUS PRIME, THE HEROIC LEADER

- Is intensely idealistic, taking responsibility to ensure his ideals are spread throughout the universe.
- Has proven that he is willing to act in the face of opposition, both as a clerk willing to act subversively and as a warrior leading men on the field of battle.
- Respects life and, if he can see a way to avoid it, he does not waste lives.
- Takes action, often putting himself at risk to protect others.
- Believes strongly that his actions work for a greater good.
- Maintains an aura of self-control and regal integrity in all situations.
- His skills as a leader were recognized before he was even aware of them, and was appointed leader despite his objections.
- Organizes both people and structural hierarchies to streamline and control power.
- A loyal leader who clearly cares for his subordinates, but remains aloof, maintaining an air of authority and superiority.
- Has trouble relaxing, maintains his readiness and air of authority in all situations, does not wear his heart on his sleeve.
- Has deep relationships with his subordinates, while not openly affectionate; his friendships are lasting and real.
- Does not open up easily. It takes a completely alien creature, a human boy, to see past his mask of sovereignty and find the vulnerable being underneath.
- Carefully controls his strategy in both the long- and short-term working toward his greater strategic goals.

SAGE ARCHETYPE — New Witwicky

The question is often asked, why do *Transformers* need humans? Why do these powerful mechanical beings accept and seek the aid of a tiny, physically weak species? The answer is that the human race, and the children who courageously rise to help the

Transformers, have always been more than meets the eye.

NEW WITWICKY is a young boy who comes in contact with Optimus Prime and the Autobots on Earth after Optimus Prime has absorbed the knowledge of the AllSpark. While physically unable to aid the Transformers in battle, and still under the watchful eyes of his family and attending a normal school, NEW WITWICKY provides Optimus Prime with insight and a sense of purpose that he was in danger of forgetting when faced with the seemingly never-ending waves of Decepticons.

When Optimus Prime finds his systems vulnerable as he integrates the knowledge of the AllSpark into his consciousness, NEW WITWICKY helps him make sense of the stories of the Transformers' past, told in all their detail for the first time in eons. As Optimus Prime shares these tales with NEW WITWICKY and his comrades, NEW WITWICKY's insights and advice to Optimus Prime become an invaluable source of wisdom.

The archetype of NEW WITWICKY is: **The Sage**.

THE SAGE

Also known as expert, scholar, detective, oracle, evaluator, advisor, philosopher, researcher, thinker, planner, professional, mentor, teacher, contemplative.

DESIRE: The discovery of truth

GOAL: To use intelligence and analysis to understand the world

GREATEST FEAR: Being duped, misled; ignorance

STRATEGY: Seek out information and knowledge; become self-reflective and understand thinking processes

TRAP: Can study issues forever and never act

GIFT: Wisdom, intelligence

Humans, though short-lived in comparison to Transformers, use their quick-wittedness, openness, and fast responses to new concepts allowing them to respond to new ideas more quickly than the Transformers. Their initial confusions and doubts seem to disappear in the blink of a Transformer's eye. Their ability to make decisions and stick with them based on their intuition is both refreshing and amazing to Transformers, even the most impulsive of which are slow to choose in comparison.

NEW WITWICKY's passion and excitement to learn about Transformers refreshes Optimus Prime and drives him to solve the puzzles and mysteries of the past with his young friend. Simultaneously, NEW WITWICKY's skepticism and challenges to the Transformer's ancient ideologies force the Transformer to consider how they began their war anew.

Recapitulating Optimus Prime's own history and giving him renewed vigor and confidence to stand for his ideals and lead the universe along the path he believes correct are among the most powerful gifts anyone can give. This is the sage wisdom that is provided by NEW WITWICKY.

The Theme of Transformers

In better defining ***Transformers*** for future development, the underlying complication is rooted in the difficulty all parties have had in answering a simple question:

What is Transformers about?

The answer is difficult to voice, but all great properties are able to address it. What are *Transformers*' thematic underpinnings? What is its message? What is its core *internal* conflict (as opposed to its obvious external ones)?

- *Transformers* is about change, and how it can be facilitated or hampered.
- It is about the results that occur when oppressive lack of change in a dynamic environment explodes into a chaotic war of possibilities.
- It is about two leaders, born out of a common cause, who are leading their race, and the races of the universe in a universal battle between free will and determinism.

From the quarter century of stories told and retold of the *Transformers* Universe, an overall underlying thematic essence emerges.

The underpinning of the franchise, which should be reinforced in all *Transformers* storytelling across all platforms, boils down to a core philosophical question that has burdened generations of humanity:

In a universe where change is the only constant, how is peace possible?

The answer to that question colors decisions both big and small throughout the franchise. It can serve to morally complicate all major decisions made by all characters. The driving force for compelling storytelling in the *Transformers* franchise must involve the study of that thematic question.

There are many theories about how to create peace, espoused and attempted over the full breadth of *Transformers* history. Every faction has its own ideal approach that beings rally around, but…

Truly compelling stories come not out of a blanket mission statement, but rather from the depiction of the complex, conflicted individual personal decisions that must be made at individual times in individual places.

To continue its development as an increasingly meaningful franchise, *Transformers* creators must explore the difficulty of individual decisions and their consequences.

Hence, the ultimate theme of *Transformers* must contain an innately positive statement, one that is reflected across the breadth of the canon and in all applications of its content:

LIFE IS TRANSFORMATION

The Central Theme Explained

"*We change whether we like it or not.*"
Ralph Waldo Emerson

The Central theme of *Transformers* is about: **Change**.

From the first battles between Primus and Unicron, the *Transformers* Universe has been one where change and transformation are constant. The ebb and flow tug-of-war between these two elemental forces of order and chaos has created a universe that is constantly in flux.

While many have tried to control or stop change, in the end, it is fruitless. The longer change is stalled, the more powerful and often, the more violent that change bursts free of its container. For example, Primus attempted to trap Unicron only to have him burst free from Cybertron. Every time a system has emerged attempting to force change into a channel, it has fallen as life maneuvered around, above, and through its efforts.

The goal of peace for all beings has been attempted many times in many ways, most often when a small group has sought to enforce their idea of what was the ideal system, or may have been the ideal system for them, on all sentient beings.

Each sentient being knows intuitively what is in their best self-interest. Observing Transformers, they gravitate towards their most appropriate vocation from birth. As demonstrated by trans-scanning, when Transformers have the chance to choose their form, they pick ones that are most suited to their personal aesthetics and needs. These attributes are echoed in all sentient beings that Transformers encounter, like humans who choose their own personal styles and jobs, and when placed into situations that limit their choices, resist the restrictions to their freedoms.

It is clear that for a society to truly meet the needs of each individual and to remain peaceful, it must allow for those individuals to make their own choices and the freedom to exercise them.

Fundamental Conflict

Optimus Prime and Megatron's battle echo this great struggle of ideologies.

Megatron seeks to enforce his vision of what is right through might. He refuses to allow anything that is outside the scope of his vision to exist. Optimus however, believes that a system where the freedom to choose for all beings is properly protected, it will create a lasting peace by being flexible enough to help channel change for the good of all.

While the two leaders' original goal was the same — to change the restrictive status quo of Cybertron — their approaches differ greatly; their end goals were different and this schism is what drives the plot of the *Transformers* franchise.

Megatron sought to enforce a new status quo under his command, creating a new container to restrict freedom. Optimus Prime on the other hand, saw that the only way to ensure freedom was to allow it to bloom in every sentient being, ending the deterministic cycle of oppression.

Optimus Prime represents Free Will, which is the most potent force in the *Transformers* Universe. A single being can, by exercising their Free Will, alter the entire path of the Universe. The only way to achieve peace is to create a world in which transformation, change and choice are allowed, celebrated and validated.

"*When you're finished changing, you're finished.*"
Ben Franklin

A pattern of cyclical oppression has existed since the beginning of time. Oppressors rise to power only to be overthrown in favor of new oppressors. From Primus containing Unicron, to Zeta Prime upholding a limiting caste system being overthrown by the Decepticons.

Decepticons, with Megatron as their figurehead, represent the idea that peace can be gained through tyranny, that might makes right, that the strong will prevail over the weak and that the weak must fall in line or be crushed. This is Determinism, the belief that society must be controlled with an iron fist, or else it will slip into a new cycle of war. Unfortunately that thinking only leads to new inequities that lead to new wars.

Autobots, led by Optimus Prime, embody the idea that freedom is the right of all sentient beings, that at any moment, an individual can make the choice that ends the cycle of oppression and war. Free Will is what will save the universe and create a lasting peace.

Optimus Prime is the single embodiment of the ideas of faith, freedom and Free Will in the *Transformers* Universe, and so, he is the individual who will create this lasting change, one that finally brings an end to this cycle.

Messages of Transformers

Chaos & Order

The most basic elemental forces in the *Transformers* Universe are Order, embodied by Primus, and Chaos, embodied by Unicron. The substance of the universe was created from the clash of these two forces. Separated from their pitched combat, the universe is still pushed and pulled by these two forces, as vast stretches of space attempt to settle into a balance, only to be pulled anew as Primus and Unicron orbit each other in a grand cosmic dance.

This balancing and unbalancing is the underlying driving force of all conflict in the universe, the more stable a place seems, the more likely that chaos will come in force as the Universe shifts.

Destiny and Fate

The cycles of the universe, in both time and space, are cyclical. They seem to repeat and events tend to echo across great expanses of time. Just as the battle of the Primes seems to repeat in the battle of the Maximals and Predacons, these themes are repeated in the conflict of the Autobots and Decepticons.

While it is easy to see this as a sign of a deterministic universe, one where what has happened before will always happen again, that fate dictates that these conflicts will occur forever. This idea ignores an important factor: each of these conflicts ask questions, but none seem to answer them. These conflicts are fated to repeat as long as the answer to the question remains elusive, though it is possible to change this cycle by seeing that other answers are available, and acting upon them.

Avatar Theory and Reincarnation

On an individual level, souls are eternal, and the conflicts that those souls are meant to face will call them forth over and over again until they are resolved. In times of great import, avatars (reincarnations) of similar individuals will appear, (Prima = Optimus Primal = Optimus Prime; Megatronus = Megatron = Megatron). This cycle allows for thematic representation for the arguments that must be addressed in order to resolve cosmic questions. While each of these incarnations is similar, they are unaware of their histories after they are reborn. They will have similar talents and be drawn to similar opportunities, but despite these similarities, they are possessed of Free Will. It is important to note that the choices they make are in no way preordained.

A Single Action can Change the Course of History

Time moves in patterns set by the choices of individuals, in many cycles of reincarnation the same patterns are reinforced and history seems to repeat itself. While these patterns appear set and the more times they repeat the more daunting and imposing they seem, there is always the potential for change. A single stone can push a cart from a rut, and a single voice can change the course of history when raised at the right moment.

Transformation

With every choice, an individual transforms: physically, intellectually, and spiritually. While for Transformers, these choices become very visible and clear, every sentient being, each being who has the capacity to make their own choice, makes those transformations regardless of how visible their results are.

Every being, from birth to death, transforms based on their choices, which are influenced by the situations and settings around them. They have the opportunity to create wildly powerful transformations and to reject transformation in favor of old patterns. Regardless of what choice they make, the choice will change them in some way, and affect the world around them.

Achieving Success through Effort

When an idea or goal truly captures an individual, the only way to succeed is to take action. Like the experience of manipulating a *Transformers* toy into its various forms, achieving a goal requires trial and error, effort and overcoming failure. When the choice is made to achieve a goal, effort must be expended in order to succeed. Passive change is not terribly powerful, while an individual taking responsibility to see those changes through will be rewarded when their ideas become reality. Achieving personal success requires personal effort.

Brotherhood

While choices belong entirely to the individual, the opinion of others, appreciation and validation by a peer group is important. Think of a child succeeding in puzzling through a difficult Transformer for the first time; their happiness and pride are increased when they show it to a parent, sibling, or friend. Even in a competitive spirit, being able to transform a puzzle before someone else can strengthen a bond of friendship and healthy rivalry. Similarly, individuals with similar goals gravitate to one another. When they hear their ideas validated or even argued seriously with others, it creates stronger conviction and a greater sense of purpose to those goals. This appreciation and these bonds become very strong, and are especially essential in the *Transformers* Universe.

Brotherhood and loyalty among soldiers — Autobot, Decepticon, or human — is vital to the strength of a fighting force. Where rivalry is unhealthy, factions can destroy a fighting force and leave goals unaccomplished. In order for a group to achieve a goal, they must be loyal to one another and feel able to communicate with one another seriously. That doesn't mean they will always agree, but it means they feel they can voice themselves openly with one another.

Responsibility

Responsibility to oneself and to others is an important part of the stories of Transformers. Optimus Prime represents the noble parts of responsibility, stepping up to back up his choices and to achieve his goal, "freedom for all sentient beings." He believes himself responsible for all beings to see through his ideal, but he feels deeply responsible for the well-being of those who have joined his cause, not putting himself above them, but also valuing himself as a figurehead for the movement he creates.

Megatron is an excellent example of selfishness and how responsibility can turn on itself. Megatron vowed early on he would never allow himself to be ruled by another individual. He feels this is the paramount element in his responsibility to himself. Because he is so deeply focused on this goal for himself, he neglects to see that he creates a world around him that imposes those beliefs on those around him. This is Megatron's *Primal Failure,* the stumbling block that comes back to haunt him every moment of his life, in his every decision.

Because Megatron feels that his responsibility to his own autonomy is the most important thing he can achieve, he becomes reactionary, losing sight of his wider goals and becoming obsessed with destroying Optimus Prime, who was appointed leader of Cybertron instead of him. Megatron does not feel responsibility to other Decepticons, he feels superior and while he knows he needs their strength to supplement his own, he often treats them as disposable entities, sowing dissent and fractiousness in his ranks.

More than meets the eye…

A message that has been present through every iteration of the *Transformers* Universe since day one are the ideas that "what you see is not all that is" resounds again and again. While these Transformers are robots in disguise, trying not to destroy the balance of the worlds and the societies they hope to protect, this maxim is as much internal as external. The smallest Transformer can contain hugely powerful weapons, the strongest Transformer might not be very intelligent, and the tiniest human can contain the most sage wisdom in the Universe.

Supporting Characters as Mirrors

While the characters Optimus Prime and Megatron tend to lead the action of Transformers stories, the characters around them are equally compelling and representative of the themes of the *Transformers* Universe. In Bumblebee and other Autobots, one sees the struggle to fight for right, to be responsible for one's choices. The Decepticons, like Starscream, mirror many of Megatron's negative qualities: his arrogance, his disregard for others, and his avarice.

These supporting characters show the audience, and the main characters pieces of themselves that they may have forgotten, and show the power of an idea as it translates from individual to individual.

Once you have found your bliss, you can achieve the impossible.

Joseph Campbell, the great world mythology professor, believed that each of us needs to "find our bliss" in order to achieve true peace of mind, happiness, and the realization of our potential in life.

When Orion Pax is appointed leader of Cybertron, he is unsure of himself and struggles with the authority he has been granted. It is only when he steps up and takes responsibility for the change he wants to accomplish and the leadership role he must take in order to see it through, do the Autobots begin to be a force to match the Decepticons. When Optimus Prime takes charge as a leader, he is able to strategize better, to inspire those around him, and at this moment, physically change. Finding his bliss as a leader, opportunities fall into place. As a result, the planet Cybertron confers upon Optimus the Matrix of Leadership, giving him a greater physical strength and martial skill.

Aspirational Drivers

The greatest franchises in the history of pop culture are ones whose themes connect with the heart and whose main character ennobles and enables those themes. These themes and our characters' ability to act on them are reflective of our wishes and fears, what is just beyond our reach, and what we hope we can become.

Derived in part from marketing guru Gene Del Vecchio's essays on what makes products connect with consumers over the course of long stretches of time, these elements are called "aspirational drivers."

- Hierarchy
- Inner Pride
- Outer Appreciation
- Mastery
- Power
- Independence
- Belonging
- To Be Nurtured
- Security
- Bravery
- Multiplicity
- Inner Life
- Primal Failure
- Aspirations
- Heartache
- Fear
- Challenges
- Spirituality
- Vision
- Destiny
- The Journey
- Supporting Cast
- Possessions
- Mantle as Carrier of an Epic Narrative

These drivers, as they are embodied within the *Transformers* Universe, should be employed in the creation of new narrative story arcs in order to maintain many of the qualities that bring fans back again and again to the property as they grow and change to find something new in this much-beloved franchise.

While every one of these Aspirational Drivers can be found echoed in truly epic storytelling, the Universe of *Transformers* embodies the following drivers most resoundingly.

Major Aspirational Drivers

MASTERY

Succeed by Perfecting Your Skills

Whether it's perfecting a dozen tricks with a yo-yo or skateboard, or taking on and beating the final boss in a videogame, young people universally embrace the notion of mastering a skill, talent, or knowledge-set.

Our fantasies are often permeated with the supreme confidence of incredible physical prowess, athletic accomplishment, or the ability to charm or lead. Our popular genre fiction often propels us toward becoming powerful wizards, Jedi Knights, or super-soldiers.

Optimus Prime takes a journey from physical weakness and emotional uncertainty to becoming the most powerful warrior in the Universe. His earliest battles are of mastering himself and taking control of his own life, making the choices necessary to break him from a limiting shell and creating the world he wants to see.

When he masters his fears fully he becomes a more confident leader and physically powerful in ways he never imagined.

Megatron's journey is one where he has profound mastery of his physical form, but lacks mastery of his internal self. He is deeply insecure and because he cannot accept the decisions of others, his weakness becomes aggressive and oppressive.

Transformers are kick ass, powerful mechanical beings who fight epic battles on land, sea, air, and space. Their impressive martial conflict is a visual component that cannot, and should not, be denied. Blowing things up has stood the test of time as a very cool thing for cool characters to do. From James Bond to *Star Wars* to *Die Hard*, all successful franchises have a main or lead character that can flat-out fight when they have to. This combatant nature is a major part of the franchise, but there is more to the *Transformers* than meets the eye. Fans might come for the awesome robot battles, but they stay for the compelling souls under the hood.

Star Wars and *Die Hard* boast characters that can engage in physical combat when they have to, but also have characters that bleed, hurt, laugh, and yes, even cry (manly tears only, of course). They can choose not to fight when it is not necessary. Even James Bond, of all evergreen franchises, found new success in bringing emotion to the hardened heart of its main character in the recent *Casino Royale*.

These characters fight for more than cause or duty, they fight for love, they fight for freedom and they also fight for personal salvation. They are not too afraid to admit they don't want to die, and the audience in turn, does not want them to because they see themselves in the glimpses of fear and doubt those "robots" display.

Transformers' mastery over their physical forms is also a key component of their appeal. Their ability to manipulate their bodies into a variety of forms, all awesome and most likely to kick butt, is a compelling representation of mastery. Echoed by the *Transformers* toys, audience members can connect to each character's physical and narrative changes in the puzzle-solving component and mastery allowed them by the sensory elements of the toy line.

POWER

True power lies in the ability to change the very reasons we fight

When George Washington was 21 and a Militia Colonel in the Virginia Regiment during the Seven Years' War, little did he or anyone else imagine that 20 years later, he would be the Commander-in-Chief of the Colonial Army during the American Revolution. And that man, at 44, would not have imagined himself serving as the first President of the United States 12 years later.

A similar "big picture lens" could be applied to another soldier, Dwight D. Eisenhower, who never saw combat as a Lt. Colonel in the Army during World War I while training tank crews in Pennsylvania, and who would later become the Supreme Allied Commander during World War II. He would finally become the President of the United States in 1952, ostensibly the most powerful man on the planet.

Orion Pax is a lowly data clerk who becomes the leader of an army, then a multi-planetary military force, and finally, stands against the universe's rallied powers of chaos and stares them down. No one expects that a loner in a cubicle could make decisions that might change the world, but Orion Pax sees a flawed system and exerts his own, at first, limited powers to change it. Over time, he finds allies and takes responsibility for his choices and as he does, his power grows. He takes responsibility and validates the trust that his followers give him. In turn, they lend him their own power in a common cause. As others see the power of his ideas combined with the strength of his character and the loyalty of his allies, it is easy to see how the power of one man to make the choice to fight for what he believes in to change a society and the preconceived notions of everyone he touches.

Not all power is physical, ideas are powers stronger than weapons.

HIERARCHY

Achieving Success Through Effort

The concept of achieving success through effort and having that effort rewarded by an increase in social status seems ingrained into the human psyche.

It is found, for example, in grade levels at school, titles at jobs, and ranks in the military.

In *Star Wars*, one must start out as a Youngling before they can become a Padawan, and only after intense study can you become a Jedi Knight. Years later perhaps, one can earn a position on the Jedi Council, ultimately becoming a Jedi Master. In *Pirates of the Caribbean*, one might start out as a cabin boy before they work your way up to the status of First Mate, Captain, and ultimately, Pirate Lord.

In the *Transformers* Universe, you start with all the tools you need to fight, or to solve a puzzle, but how an individual, Transformer, human, or alien, uses those tools is a journey through many levels of understanding and rank.

Both Autobots and Decepticons have military ranks and skill distinctions, as do the militaries of alien planets including Earth. But, a Transformer is born with the weapons and skills they will use in battle. Rising through the ranks is a representation of one's ability to prove themselves in battle, and one's commitment to ideals and goals.

While Bumblebee is one of the youngest Autobots, he is a high-ranking Autobot because he proves himself early and often, especially on Earth. Taking action to realize your goals is rewarded with the respect of others, and additional personal power.

Secondary Aspirational Drivers

MULTIPLICITY

Empowering Your Body and Senses to Get the Job Done

Multiplicity is the ability to project your hopes and aspirations into a vehicle capable of accomplishing those desired goals.

This vehicle often enhances the five senses, vastly increases physical power, and otherwise makes one capable of superhuman feats. Examples of multiplicity are *Shazam!/Captain Marvel*, *Power Rangers,* or *Voltron*. A video game by its inherent nature requires a sense of multiplicity on the part of its player, projecting your conscience into the environment of the game.

On its most basic level multiplicity is about having the right tools for a job, *Transformers* trans-scan and change their forms to become the right tools for the job.

INNER PRIDE

Feeling Empowered By Success

All of us want to feel empowered and capable of accomplishing our goals, despite what anyone else might think of us.

That sense of confidence can be seen in the twinkling of Clark Kent's eye when Lois Lane moons over Superman. It is conveyed in *Halo* when you walk through corridors as Master Chief, and the response from the characters that surround you is one of awe. This builds a sense of inner pride.

When the individual that one most desires approval from is him- or herself, finding a purpose and a reason to act and a code of personal ethics to live life by is an important component for being at peace with one's conscience. If an individual approves of their own actions and desires, they will be truly empowered to seek out greater goals and more willing to act with others if they are secure in themselves.

Sensory Gratification

Aaron Archer says the following about *Transformers* as a property: “There’s something magical about a little boy or girl who can solve this puzzle before their friends or faster than their friends or before their mother or father could ever do it. Having that sense of accomplishment does resonate to a certain demographic of child. Obviously a patient kid, one who has a more delicate thought process, because when you slam these toys together and you’re going to get a weird wobbly mess. If you figure out the transformation, you’re going to get very excited by the ‘secret’ you’ve unlocked. So, that’s a big part of it — ‘I can do it, you can’t.’ Or, ‘I can do this one and you can’t,’ or, ‘I have 20 of them and can transform all of them in under five minutes.’ There is a very good sense of accomplishment with *Transformers* — in solving that puzzle and then I think as kids play, the story dynamic of the *Transformers* concept itself. You get two dynamics at once. You are playing a vehicle-based property and you’re also playing the superhero-based property and you get to decide, as the kid, how you’re playing. You don’t have to put superhero X into superhero X’s car because he *is* the car. There is something fun about that and it’s not easily replicated. There have been lots of attempts, but we feel we do it the best and have the most compelling reasons why it does what it does. We haven’t really had anybody taking too much of our space so, we’re doing something right and something that’s sticking.”

The feeling of accomplishing that puzzle is an essential part of *Transformers*, be it in toy, gaming, or movies. Sharing in that creative process is a key element of the tone and character of all iterations of *Transformers* properties. Finding the way to make it work, mastering the puzzle, succeeding through your effort.

From the complex mechanism of Michael Bay’s Transformers on film, to the Transformers in video games to the Transformer figure in your hand, that change, that level of complexity and the sense that the audience member is part of that transformation, are a vital part of what makes *Transformers* so successful and so lasting.

You get a sense of it as Rich Zabrano describes gameplay in the *Transformers* console games. “When I’m playing in that way, when I’m holding the trigger down to transform vs. pressing a button, and then pressing a button again, I feel like I’m actually in control of the process vs. having the console control the process.” Rich says. “It’s one of those things that’s more easily felt then explained, but when you’re actually playing a game in that regard, in that manner, it feels like you’re acting as that character as opposed to merely hitting the A button again. I think that the play mechanic—how you interpret that play mechanic as a game developer—is important and with *Transformers*, it’s particularly important because transformation should not only be, in every way, a physical and intuitive representation of the character, but also an integral aspect of how you use it too.”

Every time a Transformer changes mode, it resonates with the kid who solved the puzzle, it takes the feelings of manipulating those plastic pieces that seem incredibly complex and guiding them from one fully realized form to another. Taking that feeling of accomplishment and having it writ large again and again must be repeated in every platform, making it feel real and making each transformation feel earned is key.

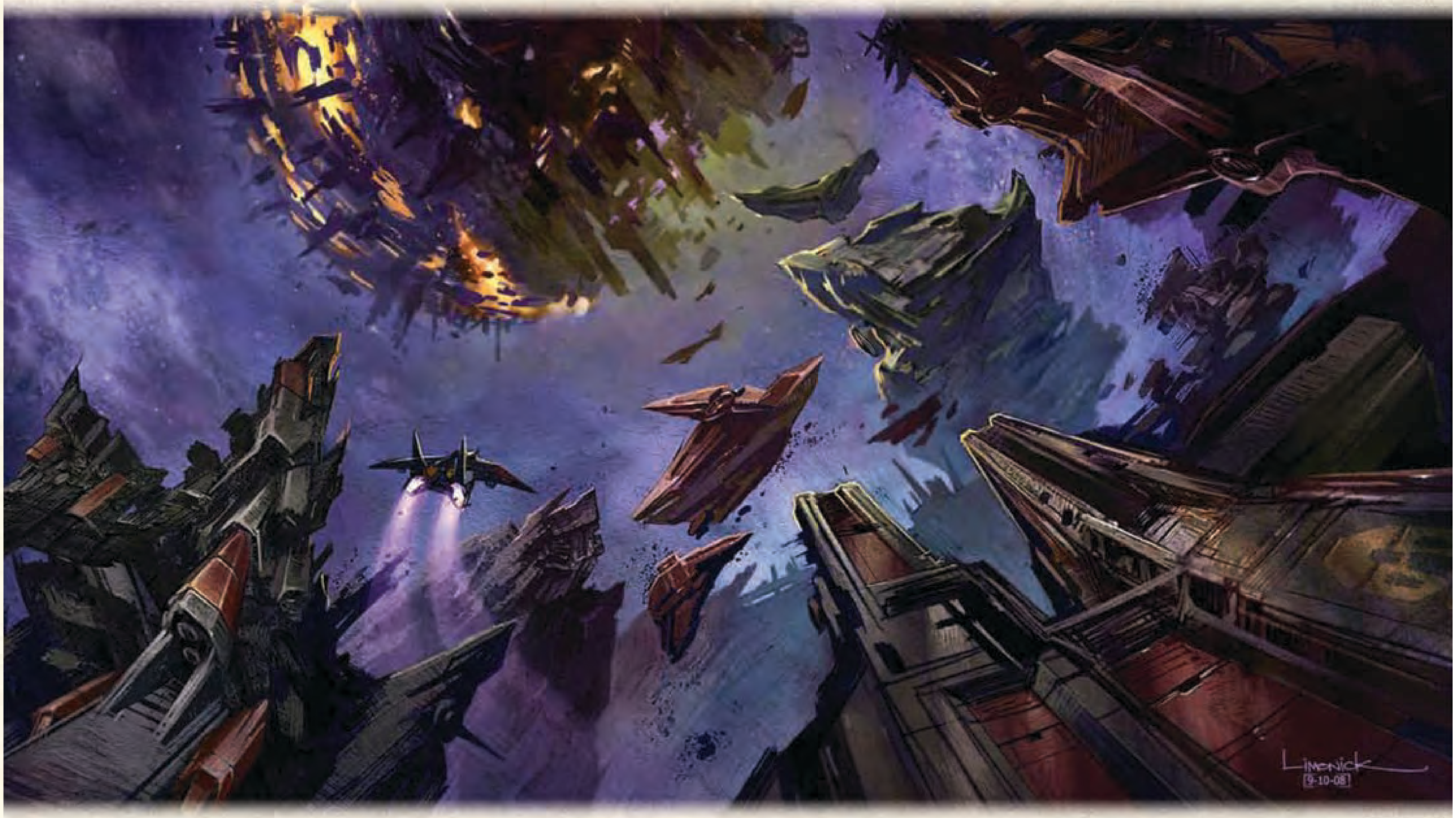
Fantasy Journey & Fulfillment

"[There is a certain] magic of, 'if I am into *Transformers*, then I almost believe that my mom's car could be a robot, and if it is, I'm ready to talk to that guy.' That seems to be a magic component of the franchise, which is weird, because it's extracted from the real world. I don't think people walk around New York and try to get a glimpse of Batman, but when my car rolls down the street with an Autobot logo on the side of it, I see kids banging their heads against the window as they're screaming to their mom or dad, hoping to see a transformation take place in front of their eyes," continues Aaron Archer. "It jumps from acknowledged fiction to this potential for reality in the minds of children. To me, that is the real nature of the fantasy — real cars, real world, real timeline, real locations — I can go to the Hoover Dam & and imagine somewhere behind these walls, Megatron was being kept hidden and for a kid, that's kind'a cool."

When confronted with a *Transformers* character, be it in a toy, a video game, a novel or a movie, there is a call to action. These rough and tumble warriors are always preparing for the next fight, and it is nearly impossible to look at one of these dynamic beings and say, "No, I don't want to be like that guy, fighting intensely for what he believes in." The aspirational qualities and the transformational qualities of these characters speak deeply to the inquisitive nature of mankind. Whether the puzzle is how to change a toy from one form to another, how to change one's life, how to protect Earth from an alien invader or how to bring peace to the universe, these are calls that demand to be answered.

"They have to try to get it from this to this *[from a car to a robot, or vice versa].* It's hardwired into our beings almost. Very few people think, this is an awesome car and they never try to get it into a robot," says Archer. "You don't know how many robots I had to fix because somebody got half way through it and it was too much for them to figure out and got on the horn and I had to come help. So the mystery that there's something inside of something - that the car driving down the street next to me could be a giant robot. There's still this 'more than meets the eye,' and 'Robots in disguise' philosophy which was always at the core of our branding, that messaging in the theme song and on the products from the Eighties, still holds up today."

Transformers both ask and answer these questions by presenting paths, that if one is wily enough, a character can travel, if one is strong enough, one can achieve, and if you are patient enough, you can succeed in transforming.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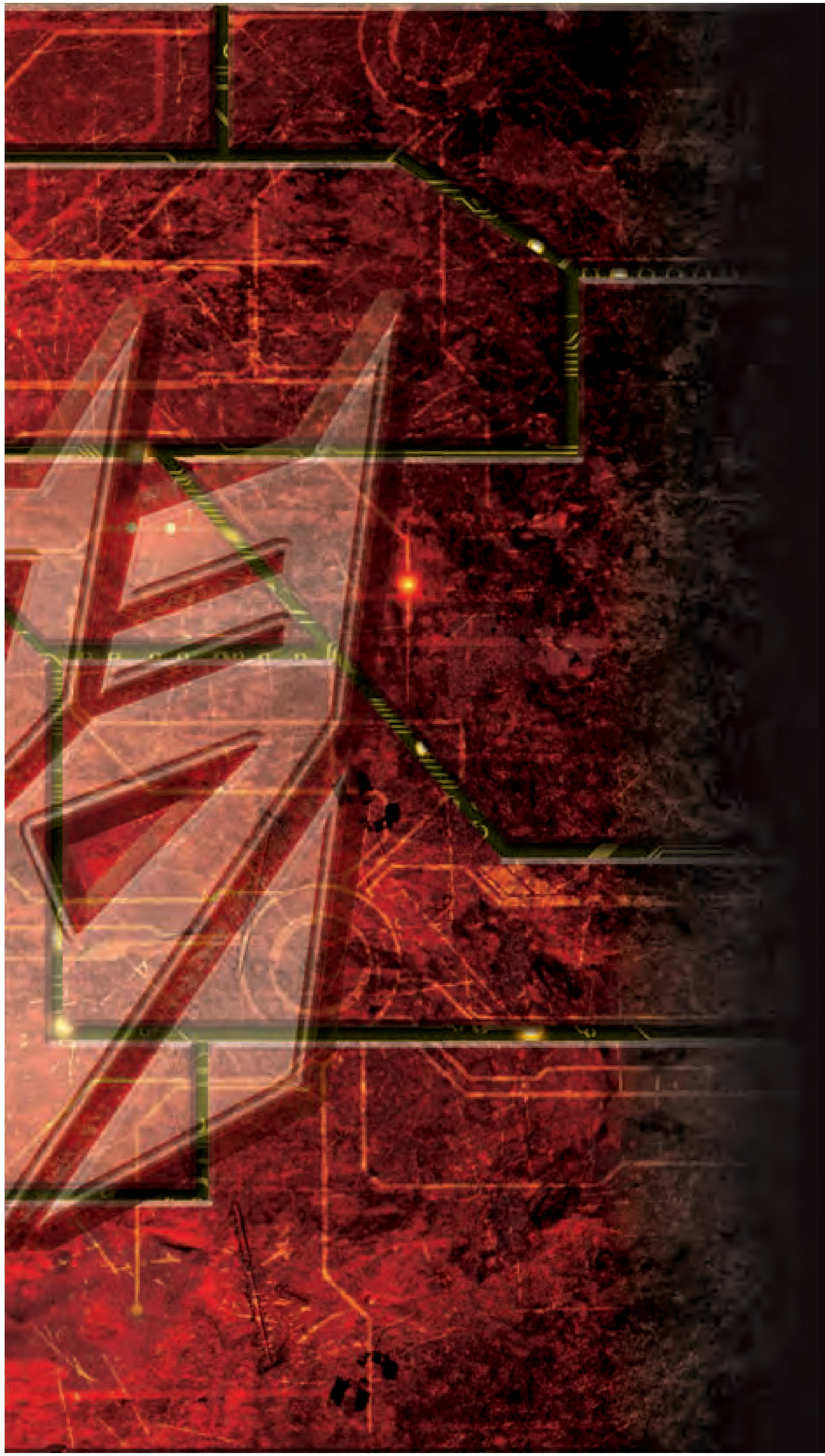
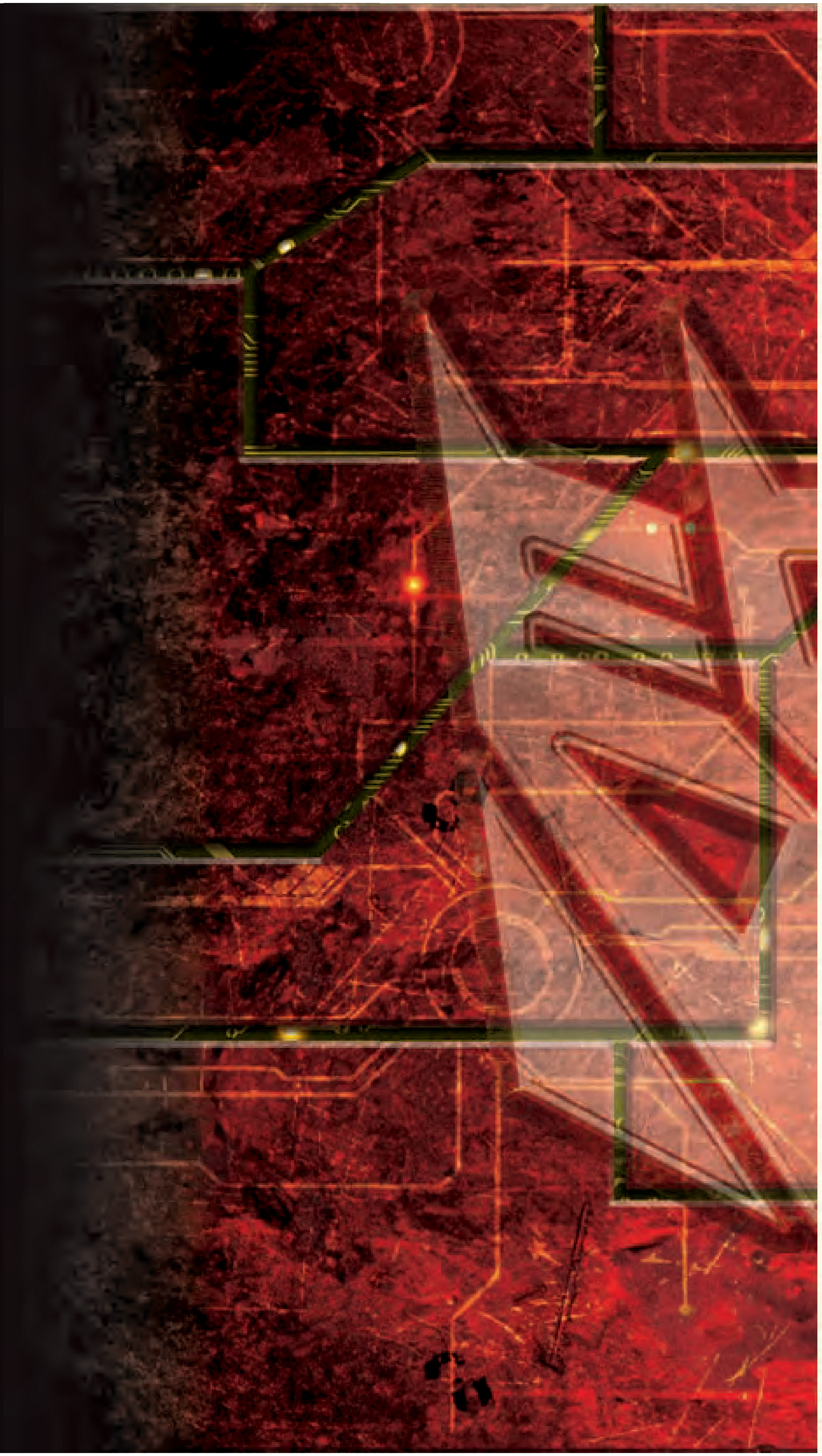


VIII

Epic Chronology



The Epic Chronlogy of Transformers

EPOCH I
Origins

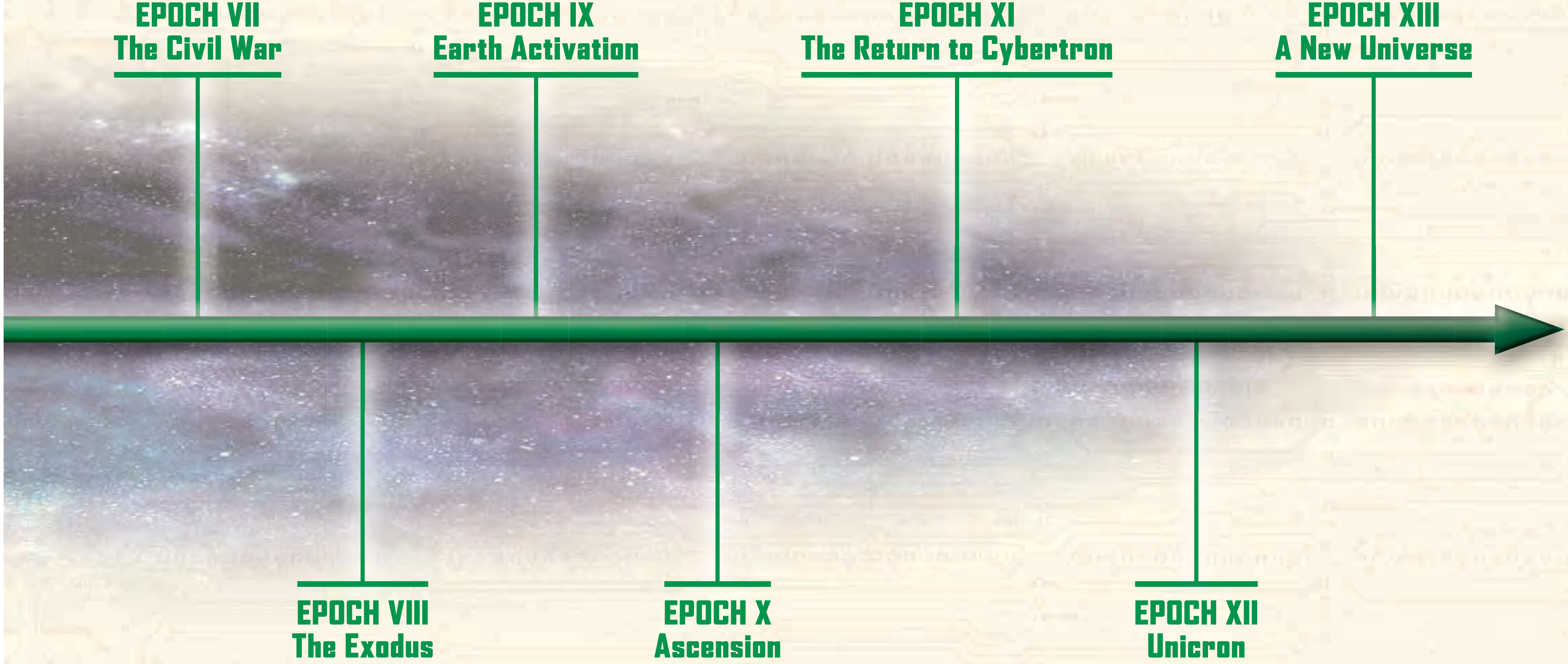
EPOCH II
The War of the Primes

EPOCH III
The Fall of the Primes

EPOCH IV
The Age of Wraith

EPOCH V
The Golden Age

EPOCH VI
The Rise of the Decepticons



EPOCH VII
The Civil War

EPOCH VIII
The Exodus

EPOCH IX
Earth Activation

EPOCH X
Ascension

EPOCH XI
The Return to Cybertron

EPOCH XII
Unicron

EPOCH XIII
A New Universe

EPOCH I
Origins

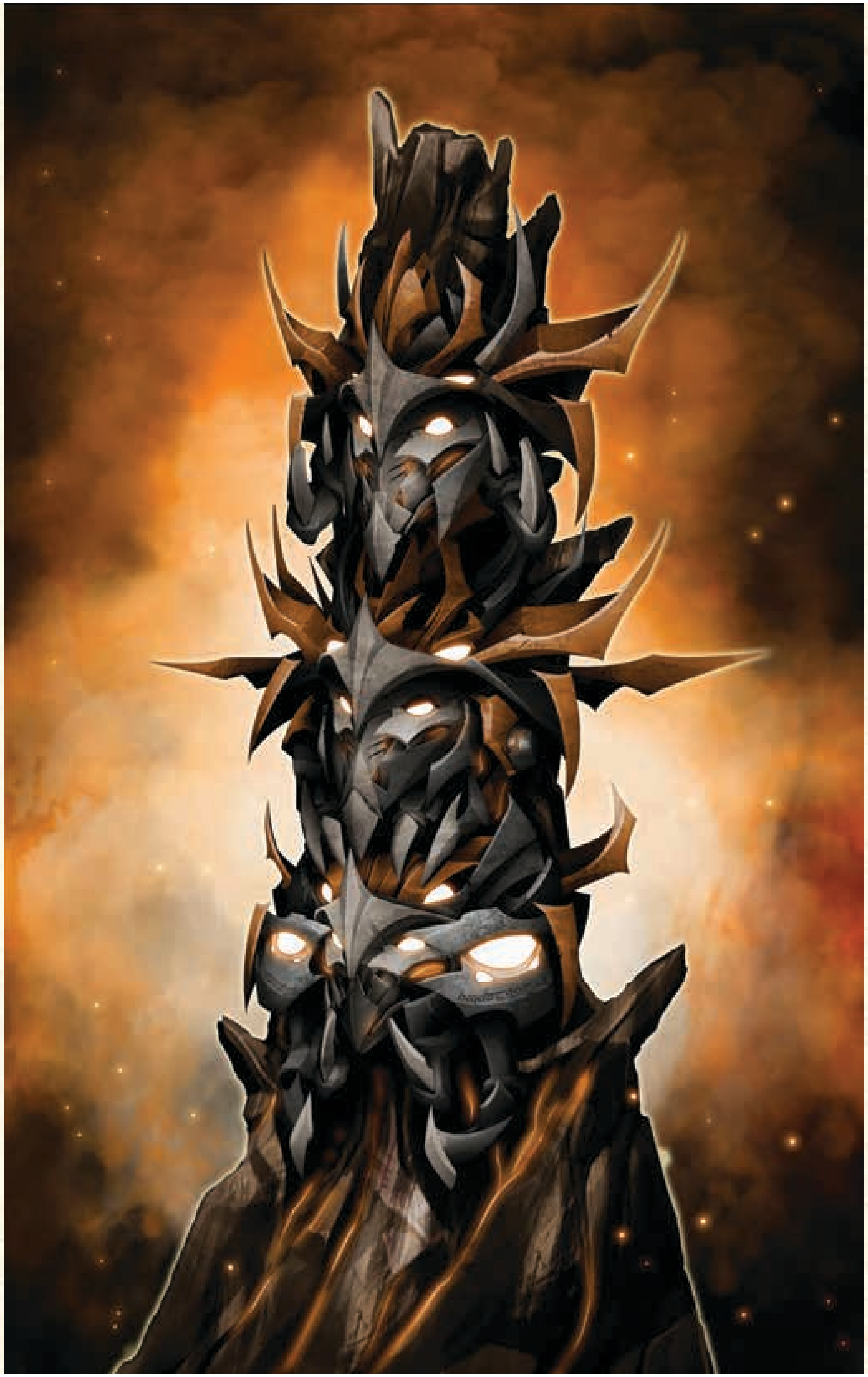
13.7 BILLION YEARS B.C.E.

The Big Bang. This event tears a hole in the space-time continuum, pulling Primus and Unicron into our newly born universe.

Primus and Unicron battle across the universe. Their struggles scatter matter and Energon across space, allowing reality to settle into its near-present form.

BILLIONS OF YEARS AGO

Primus locks Unicron inside himself, transforming into a mechanoid planet that will eventually be called Cybertron.



EPOCH II
The War of the Primes

TWO BILLION B.C.E.

Primus begins forming the Primes, servants who will aide him in controlling Unicron. He infuses some of his Spark into 12 beings formed of the outer husk of Cybertron itself, bringing these sentinels to life.

Prima, Vector Prime, Alpha Trion, Solus Prime, Micronus, Alchemist Prime, Nexus Prime, Onyx Prime, Alamgamous Prime, Quintus, Liege Maximo, and Megatronus—the Primes—are born of Primus.

Solus Prime is never without her hammer; it is forged as her first thought in the depths of Primus's core. The chamber from which the Primes emerge becomes her Forge and has access to the Well of Sparks.

Solus Prime crafts the Artifacts of the Primes, each with a specific purpose that compliments the personality of its bearer.

The Primes battle against the tempestuous force that is Unicron under the leadership of Prima, wielding his Star Saber, the hilt of which contains a gem that will become the Matrix of Leadership. While the Primes' personalities clash in small ways, they learn to fight together well enough to prove a formidable force that forces Unicron to retreat into increased confinement within Cybertron.

1.5 BILLION YEARS B.C.E.

Unicron manifests warriors of his own, the Servants of Unicron. They are a vast mindless army of unformed chaotic beings. They emerge from within Primus like a disease.

The first battle between the Servants and the Primes marks the beginning of the War of the Primes.

The raging battles allow Unicron to slowly expand his reach. In response, Primus creates a Thirteenth Prime, who will appear when he is needed to defeat Unicron, a creature that increases the power of those around him exponentially. The process of creating this being utterly drains Primus's consciousness, forcing him to withdraw into the heart of Cybertron.

With the power of the Thirteenth Prime, the forces of Primus are finally able to overwhelm the Servants of Unicron. Rallying, they manage to force Unicron himself out of Cybertron, and threaten to trap him within a second planetary form.

Unicron and his minions devise a final effort to prevent his entrapment. The Servants distract the Primes in a last stand that allows Unicron to free himself completely from Primus's grasp.

During his escape, parts of both Primus and Unicron are severed from the planet and sent hurtling into space.

The Servants of Unicron, no longer aided by the proximity to their master, diminish into base substances and are left in and around the body of Primus, a lasting corruption to fester within the Planet.

Fortified with the combined might of all of the weapons of the Primes, the Thirteenth Prime makes a final stand against Unicron and manages to subdue him, locking him into a second mechanoid world. With Unicron defeated, the Thirteenth Prime's power disappears, leaving a prophecy of his eventual return, "When All Are One."

OVER 1 BILLION YEARS B.C.E.

The corrupting forces of the Servants of Unicron are removed from their physical forms and locked into a moon of Cybertron, where they degrade into Dark Energon.

Primus is now dormant, his influence solely manifested through the actions of the Primes.

Unicron flees to the opposite end of the Universe, an immense if mindless marauder, destroying elements of Primus wherever he finds them. Over the course of the remaining Epochs, this destruction occurs most commonly on developing worlds, such as Planet Q, Ghennix and countless others.

EPOCH III
The Fall of the Primes

With the prevailing threat against them gone and Cybertron at peace, the Primes revert to their previous infighting.

Quintus, fueled by a quest to spread the Spark of Primus, departs Cybertron to the depths of space, where he sows the seeds of new life.

Alpha Trion retreats into the epicenter of the Cybertronian Hall of Records, his attentions focused on compiling all knowledge he can find.

Vector Prime retreats to the Space-Time Nexus to more fully explore the mysteries of space and time.

Micronus goes into what appears to be a meditative trance, unperturbed by the actions of others and seemingly detached from reality.

The more martially inclined Primes — Prima, Megatronus, Amalgamous Prime, Liege Maximo, Onyx Prime, and Nexus Prime — find themselves with almost nothing to do. Preparations for Unicron's eventual return seem an endless proposition. They attempt to form a battle school to keep themselves occupied, but they rapidly descend into petty rivalries.

As Forger, Pandora Prime is caught in the middle, as every Prime asks for her contribution to their endeavors. She is conflicted in trying to please them all.

The warriors tax her as they ask her to create for them new and imaginative weaponry to outdo their rivals in their training rings.

As others fight, Megatronus and Pandora Prime become close, sparking the jealousies of Liege Maximo.

Pandora Prime attempts to mediate these arguments by refusing to create new weaponry for any Prime without a legitimate need for the defense of Primus.

1 BILLION YEARS B.C.E.

Liege Maximo petitions Solus Prime for a battle suit that will allow him to hunt down Unicron and his remaining minions. Solus Prime does so, but refuses to give it to Maximo, deciding that Megatronus, the strongest warrior, would be best suited to the task.

Liege Maximo, incensed by this perceived betrayal and rejection by Solus Prime, attempts to turn the lovers on one another.

Megatronus, manipulated by Maximo, is swayed into killing Solus Prime.

Solus's Spark and Forge mix upon her death, creating a small host of smaller, transformable creatures that scatter across Cybertron. These beings trans-scan the Primes and emulate their forms. These are the original Transformers, forged of Primus to enact his will on the universe.

Racked by guilt, Megatronus finds the armor made by Solus Prime and dons it to kill Maximo. Instead, a fail-safe mechanism secreted into the shell creates a mini-supernova, nearly killing Megatronus and forever fusing him to the armor.

Repulsed by his own actions and image, Megatronus abandons his old name and assumes the title, "The Fallen." The Covenant of Primus is amended so that his name will always read as The Fallen.

Filled with rage, The Fallen flees Cybertron, traveling the universe in search of redemption.

The remaining Primes suspect that Liege Maximo was responsible for Megatronus' unforgivable trespass. When he is accused, open war between the Primes begins.

The Primes' pent-up grievances surface in violent combat, sparking a battle that threatens to tear Cybertron to pieces.

LESS THAN 1 BILLION YEARS B.C.E.

During his long journey, The Fallen encounters early life on many worlds. He is briefly worshipped

as a God, but creates more harm than good with his proclamations.

Meanwhile, on Cybertron, at the climax of the war, Micronus awakens and uses his stored power to banish Liege Maximo from the planet.

Alpha Trion seeks to ensure the future of the Primus and to protect new life from the vestigial influences of Unicron by creating the AllSpark, infusing it with some of Primus' Spark, hiding it, hoping that it will someday reveal the truth of the Primes, that others might learn from their mistakes.

Seeing the damage that their battling has caused, Onyx Prime, Nexus Prime, Amalgamous Prime, Vector Prime and Prima leave Cybertron to pursue Liege Maximo and prevent further damage.

Fearing the corruptive potential of Alchemist Prime's store of knowledge, Alpha Trion convinces him to create a backup for the accumulated data, by hiding his artifact in the depths of space.

Alpha Trion and Alchemist Prime return to their vocations and remain on Cybertron to tend to Primus.

900 MILLION YEARS B.C.E.

Quintus continues to seed planets throughout the universe with life, including Quintessa.

800 MILLION YEARS B.C.E.

Finally hunting down Liege Maximo, an epic battle occurs. Prima mangles Liege Maximo, who vows never to return to Cybertron. He plunges through a deteriorating Space Bridge that closes behind him, dooming him to travel at the edges of the Universe forever.

Taking on both Liege Maximo and The Fallen, Prima is victorious. Though Liege Maximo is killed and The Fallen banished, Prima is mortally wounded.

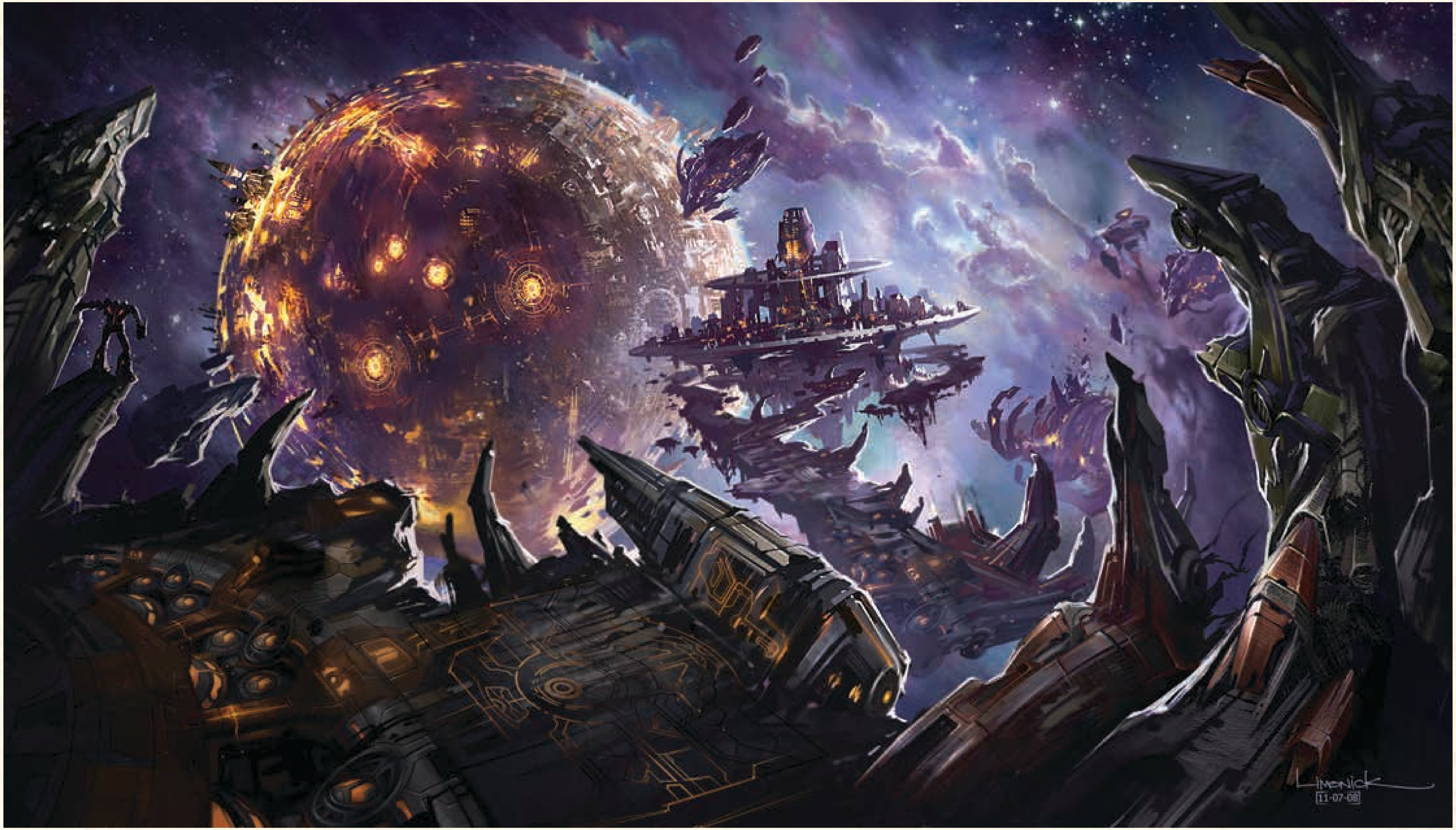
In the arms of Nexus Prime, Prima dies from wounds inflicted in battle. The Star Saber shatters into five pieces. Nexus Prime takes each piece to a different part of the universe, the jewel from the hilt of the saber returning to the core of Cybertron.

Several of the surviving Primes try to seek Energon with Star Harvesters to keep Cybertron alive, knowing that in the absence of any other threats, entropy is the greatest threat to life.

Without the influence of the Primes, the Transformers become the stewards of Cybertron. They flourish and multiply to fill the world with life.

The battles of the Primes turn from history to mythology, influencing the beliefs of the Transformers, but rapidly degenerating into a hodgepodge of different interpretations and stories, each containing a different grain of truth.

As the remaining Primes travel further and further from Cybertron, they lose the strength that proximity to Primus had granted them. Mortality catches up with some. Their physical bodies pass, but their Sparks endure, returning through the greatest lengths of space and time to the Well of Sparks at the core of Cybertron to be reborn.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EPOCH IV
The Age of Wraith

~790 MILLION B.C.E.

Transformer society begins to expand into Cybertron-proximate space.

Cybertronians' first forays into galactic travel result in the establishment in several off-world colonies and space stations.

~750 MILLION B.C.E.

First contact with the Quintessons

~720 MILLION B.C.E.

The Quintessons invade Cybertron. They overthrow the High Council and replace it with a theocratic government and placing themselves as the God-Emperors of Transformer society.

Annals of Cybertronian pre-history are destroyed during the Quintesson invasion. Quintessons attempt to erase all knowledge of anything that happened on Cybertron prior to them conquering it.

The Quintessons begin to experiment with Transformer physiology. They create cockpits and controlling mechanisms so as to use Cybertronians as their own vehicles.

Cybertronian Culture and Society degrade, as the Transformers become glorified pack animals. Knowledge of history, mathematics, science, and even language falls apart.

700 MILLION B.C.E

A single slave revolt occurs in the backwaters of Cybertron. The specifics are lost to time, but the news of its success pushes other Transformers to overthrow their Quintesson masters.

690 MILLION B.C.E.

By this date, Cybertron is embroiled in a planet-wide civil war.

Taking initiative, Cybertronians begin a guerilla war throughout Quintesson-controlled space.

680 MILLION B.C.E.

The Transformers expel the last of the Quintessons from Cybertron.

Under the onslaught of Transformer aggression, the Quintessons are nearly driven to extinction.

Finding no Quintessons in nearby space, Transformer society focuses on rebuilding and relearning all of which that was lost.

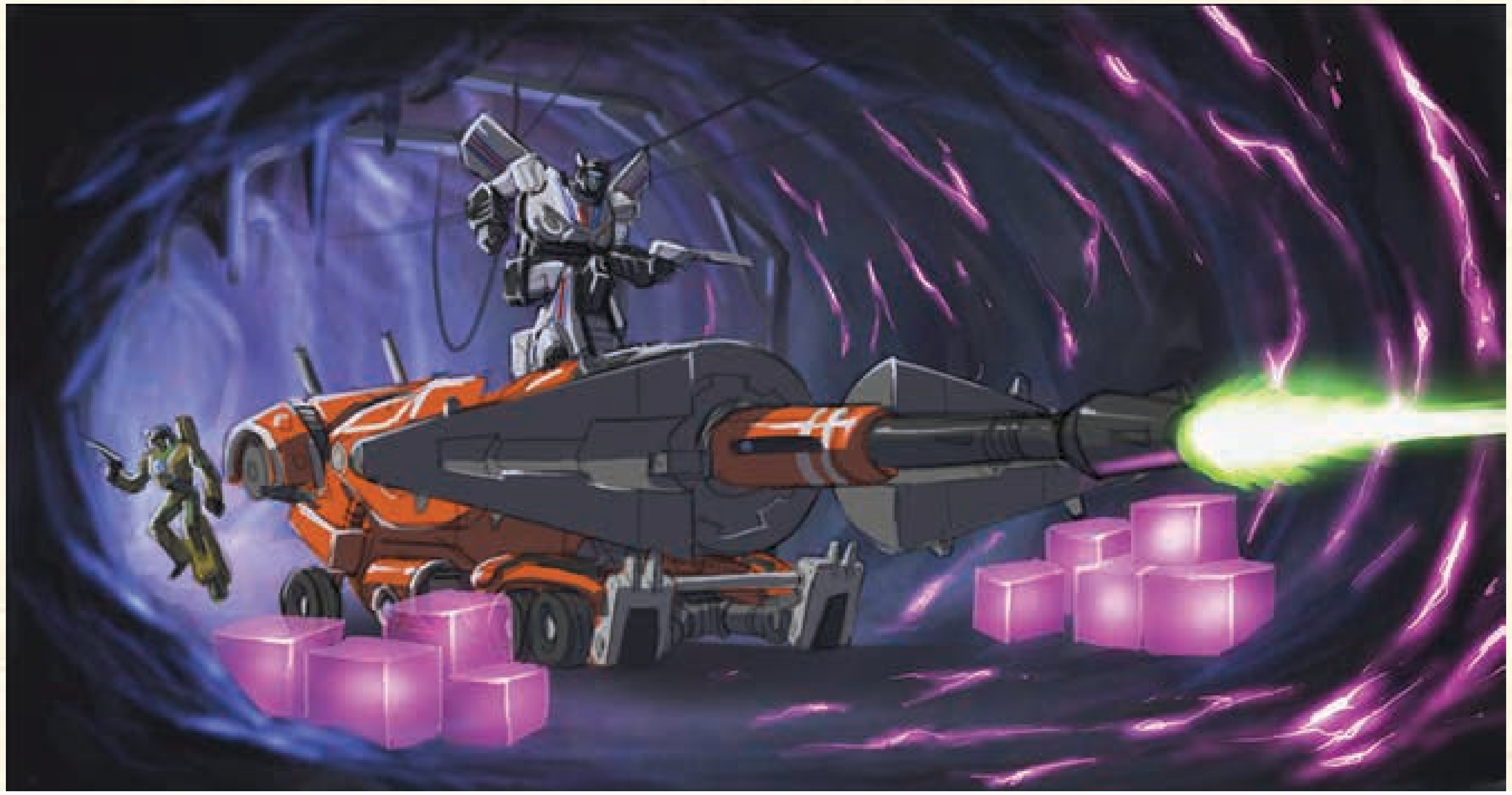
The leader of the uprising installs the High Council of Transformers. He is immediately instated as the protector of Cybertron, its citizens, and its culture.

Harkening back to mythology, the title "Prime" becomes the term used for this leader of Cybertron, though the true rule of the planet falls to the High Council.

EPOCH V
The Golden Age

This period encompasses many stories from past continuities, some details from past generations of Transformers content can be integrated into this time period, though special care should be taken that such reincorporation of content does not conflict with the events of the chronology.

During this period, many planets are discovered, settled, and lost. Many of these stories may reprise stories told in former content, but in the frame of different factional battles.



60 MILLION B.C.E.

Transformer scientists unlock the technology to the Space Bridges. They build stations to monitor them and ports to allow travel to distant systems. A Golden Age of exploration and discovery begins.

The Colonies of Antilla, Bhul, Centaris Seven, Combatron, Daffodil II, Mumu-Obscura, Nebulos, Paradron, Talos IV, Velocitron, and dozens of other planets are founded by traveling Transformers.

First contact is made with countless planets and species, including Eurythma, Greengard, Klo, and Thrull.

The Cybertronian Federation creates the Hub as a means of communicating with its various enclaves throughout the universe.

500 MILLION B.C.E.

Jörmungandr is discovered by the Transformer, Scuba. He super-evolves the snake-like life forms there before leaving.

The snakes of Jörmungandr are slaughtered by the Blentrons.

The Junkions take control of Goo, Planet #8739B in Transformer Records.

The AllSpark crashes onto Earth, halting its travels across the galaxy.

300 MILLION B.C.E.

Antilla is quarantined to prevent the spread of Cosmic Rust.

85 MILLION YEARS B.C.E.

Upon the presumed death of Nova Prime in the Benzuli Expanse, Sentinel Prime assumes his name and the Matrix of Leadership.

TENS OF MILLIONS OF YEARS AGO

Energon production begins to decrease on Cybertron. Though still relatively plentiful, its diminishing supply forces Cybertronians to refocus their goals.

Space Bridges begin to deteriorate.

The first Cybertronian colony breaks away.

The First Mini-con Conflict begins when Sentinel Prime enforces their mandatory servitude to the Transformers in aiding their exploration.

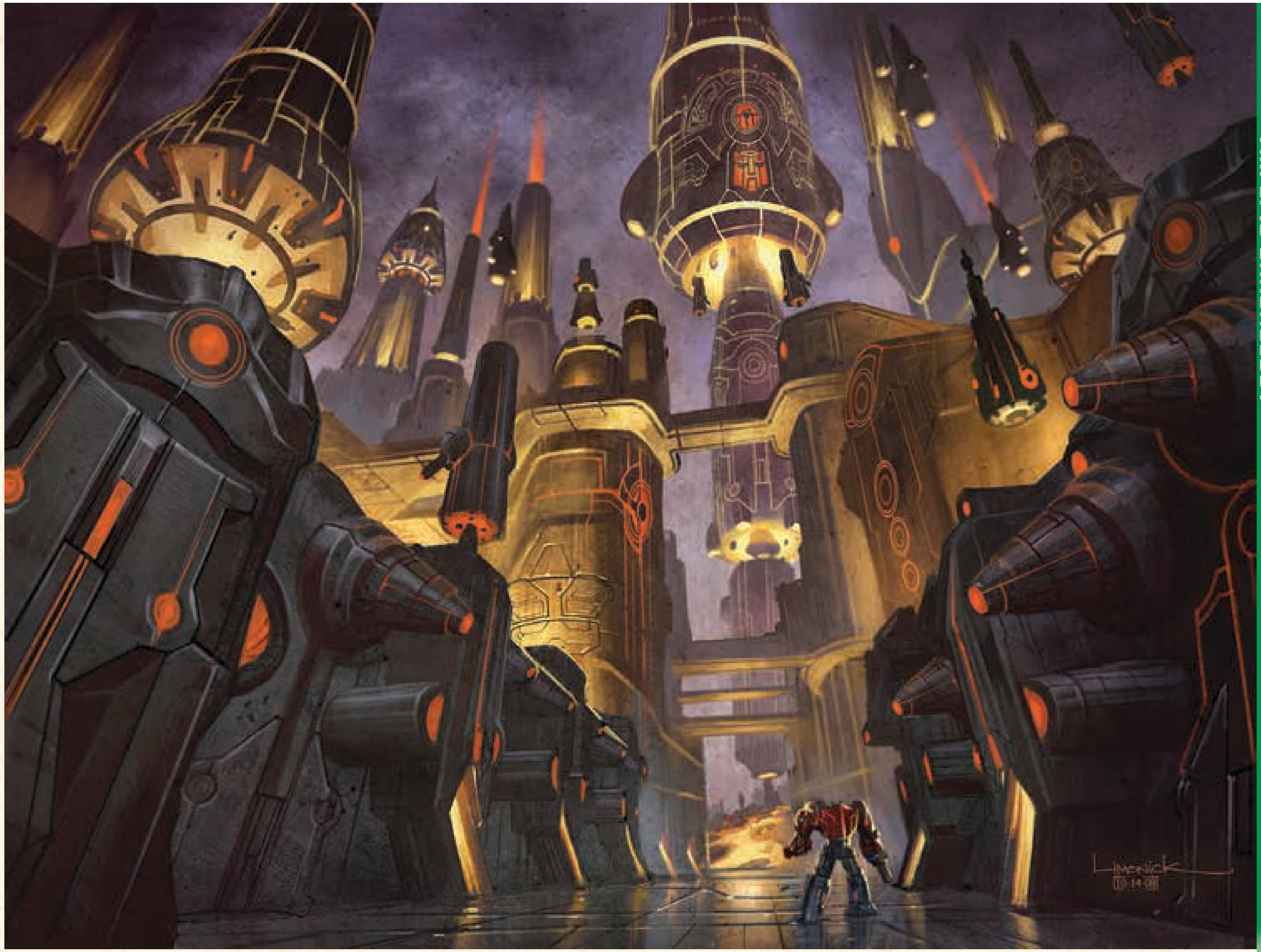
The Mini-cons declare the moons of Cybertron as their safe haven and leave the surface of the planet.

Due to his handling of the Mini-con fiasco, Sentinel Prime must squelch a growing revolt. The strict class edicts he imposes to separate the "masses" from "civilized society" form the basis for many conflicts to come.

Sentinel Prime dies under mysterious circumstances. There are no leaders with the mantle of Prime, no single rulers of Cybertron again until Optimus Prime.

Without a leader to direct the transformative powers of Cybertron, the planet maintains an unprecedented status quo in its physical characteristics. Still transforming on its day-to-day level, the different species of Transformers adjust themselves to the needs of the planet, rather than vice versa.

Transformers are born into castes and over time, forget that freedom to make change on a grand scale is their birthright and their mandate.



The High Council falls under the control of Zeta Prime, who was never truly granted the mantle of leadership, but has manipulated power for himself through politicking. He grows tyrannical to maintain the status quo, choosing in cases of conflict to reject change in favor of stability.

EPOCH VI
The Rise of the Decepticons

97,000 YEARS B.C.E.

The Space Bridges surrounding Cybertron have degraded and only one remains, an unpredictable and unnavigable memory of a Golden Age past. Vector Prime is no longer willing or able to open them for Transformer use.

No longer able to travel between the distant worlds or communicate across large swathes of space due to the collapse of the Space Bridges, the Transformer Federation has been broken into different parts, irreparably separated.

Transformers are born into castes and forget the time when freedom of choice was their birthright.

Starscream rises through the ranks of the Cybertronian Military to the rank of General of Cybertron's Air Command. He gains Top Secret security clearance and becomes privy to the military secrets of Cybertron, including what knowledge exists about the mysteries of Dark Energon.

Two Transformers are born on Cybertron: Orion Pax, who becomes a lowly worker in Iacon, and an unnamed Transformer of the lowest caste, who becomes a gladiator in the pits of Kaon.

The unnamed Transformer steadily rises in rank and fame. Taking the name Megatron, he instills fear in his enemies and awe in his followers.

Megatron becomes the ultimate gladiator on Cybertron, winning the championship and wealth beyond measure. He uses this fame and growing voice among the under-caste to form an inner circle. Soundwave, Shockwave, and a few other loyal followers of Megatron become the first to join him. Slowly, Megatron begins to sow the seeds of revolution.

56,000 YEARS B.C.E.

Though it is not a part of his job, Orion Pax finds that he is drawn to monitoring the rogue gladiator Megatron's activities, but quickly sees the truth in the ideals that drive his rebellion. He begins speaking up. He and Megatron begin a correspondence.

Orion Pax chooses the name "Autobot" to describe the resistance "auto-" referring to the self and the underlying message of freedom and self-determination he believes they stand for at their core. Megatron states that those who fight for these ideals are Decepticons, rising from the underclass, forced into the darkness to fight their oppressors.

While Orion Pax and Megatron strive for the betterment of all Cybertron. They become close friends over the course of their ideological discussions, Orion Pax influencing the more moderate factions of Cybertron of the worthiness of their cause. Megatron also teaches Orion Pax some of the martial arts.

Megatron, who grew up in the pits with the motto "might makes right," is responsible for a rapidly escalating series of guerilla terrorist attacks. He is vocally opposed, in public, to the attacks, but is truly their architect.

47,000 YEARS B.C.E.

During the Uprising of Altihex, lower class Transformers and sympathizers seize the city-state and Deep Space Research Facilities located there. Orion Pax begins to doubt Megatron's methodologies, which gives way to disagreements between them.

Zealous Decepticon factions begin to wage guerilla warfare in hopes of finding the Matrix of Leadership and impressing Megatron.

Megatron denounces the actions of his followers in public, but rewards them in private.

Pax, repulsed by what Megatron and the revolution has become, pleads with his friend and the High Council to resolve the conflict.

Megatron and Pax journey to Iacon to argue Megatron's case. Megatron meets with the High Council. He demands the council respond to the rebels' grievances and that a new Prime be named to see Cybertron through the revolutionary changes needed to ensure the freedom of all sentient beings.

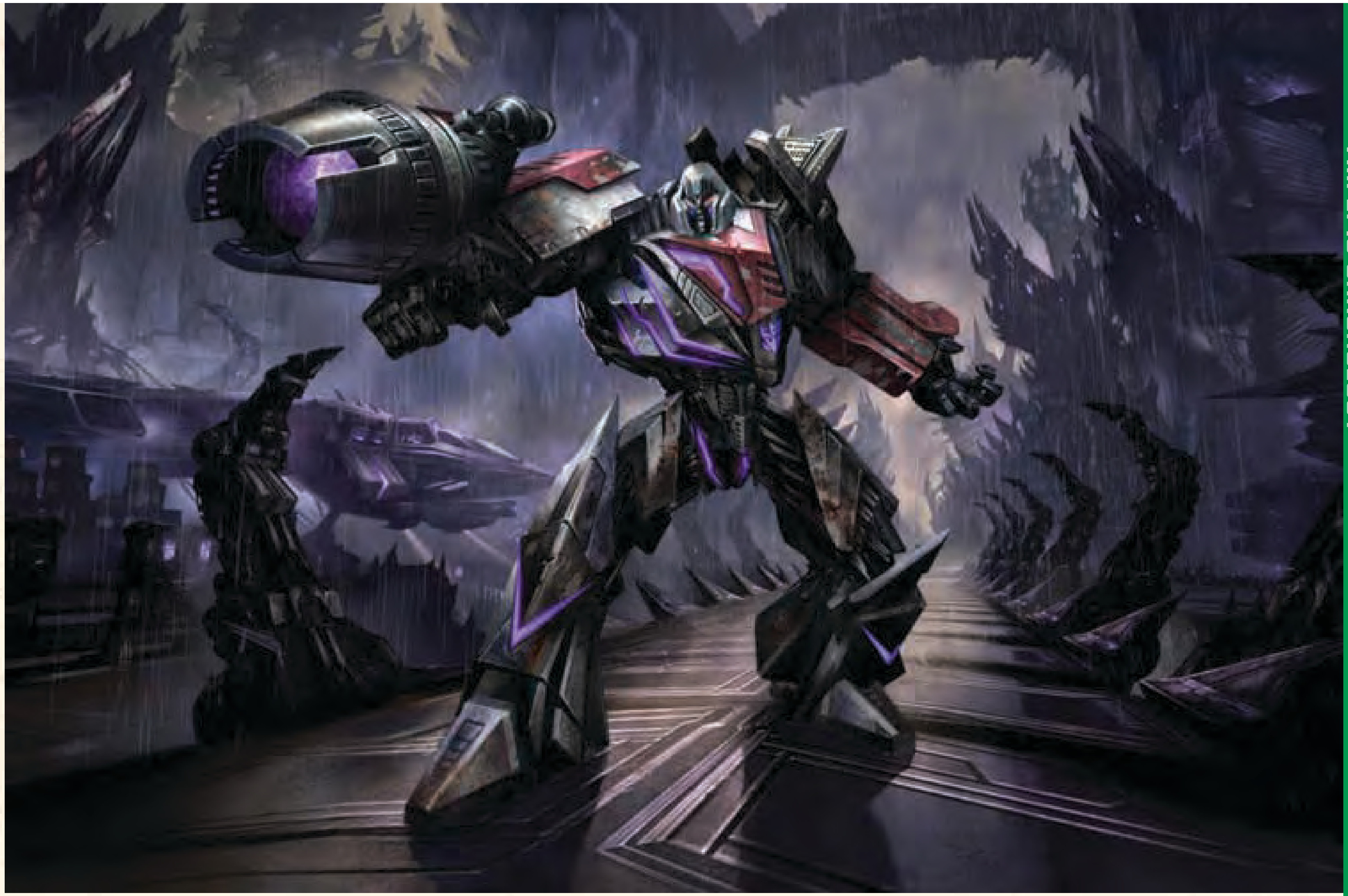
Orion Pax speaks eloquently, arguing the case for the downtrodden of Cybertron, describing all Transformers who believe in freedom for all sentient beings and recognize the rights of the individual as "Autobots." He convinces the council that a new leader is needed for a new era on Cybertron.

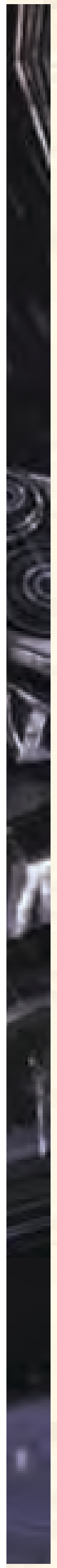
The High Council grants leadership to Pax, bestowing upon him the title "Optimus Prime" and the right to claim the Matrix, should he ever find the missing icon.

Optimus Prime protests this decision but there is no way to undo the council's edict. Feeling betrayed, Megatron rejects his former friend and calls for open warfare from his Decepticons.

43,000 YEARS AGO

The Great War—also known as the Autobot-Decepticon War and the Civil War—begins.





EPOCH VII
The Civil War

The Decepticons violently battle to overtake all resistance to the rule of Megatron.

Optimus Prime is placed at the head of Cybertron's besieged forces, including the military, where he must prove himself as a leader. He gains supporters, but mostly from the ranks of Transformers who never fought battles before. Prime's inexperience as a military leader allows the Decepticons to gain the upper hand.

40,000 YEARS AGO

The Silvart Wars — The first battles of the Civil War

Stanix falls to the Decepticons

Siege of Hydrax Plateau.

The Software Wars — taking place at Polyhex — Autobots lost this city to the Decepticon invaders. Now it is a Decepticon stronghold.

Megatron recruits Starscream and most of the flyer's minions to the Decepticons. While Starscream proclaims his allegiance, he is always striving to remains above the fighting as much as possible so he can land on his feet.

The Constructicons join forces with the Decepticons.

The Constructicons destroy Crystal City.

The Battle of Kalis.

Tarn falls to the Decepticons.

Megatron puts Shockwave in charge of Tarn.

An Autobot Resistance is established in Tarn.

Vos falls to the Decepticons.

Shockwave manipulates the citizens of Tarn and Vos into destroying each other.

Six Lasers over Cybertron destroyed.

The Battle of Praxus; Praxus leveled.

Megatron, searching for Energon reserves deep within Cybertron, awakens and converts Bructicus Maximus to his cause.

Blurr ventures to Iacon, expecting to race for the Empire's Cup, but instead joins up with the Autobots.

The Massacre of Nova Cronum.

25,000 YEARS AGO

The Siege of Iacon begins.

Tagan Heights is devastated.

In the last years of the Golden Age, the Energon reserves fall precipitously and are not replenished.

18,000 YEARS AGO

The Border Wars — takes place on the border of Tyger Pax where Autobot defenders held off Decepticon invaders.

17,000 YEARS AGO

Bumblebee is formed. He joins the Autobots. His first mission ends in failure, as he is unable to protect Tyger Pax from Decepticon invaders.

The Asphalt Wars — urban battles for the remaining urban centers of Cybertron.

10,000 YEARS AGO

Megatron discovers the secret Moon Base that contains Dark Energon, the degraded remains of the Servants of Unicron. He ignorantly decides he should use it as a weapon to unlock Cybertron by force. Starscream defies Megatron, ordering his men to protect the Dark Energon and to keep Megatron from it at all costs. At the last moment he appeals to Megatron explaining the danger of what he intends to unleash.

Megatron storms the Moon Base, killing Starscream's soldiers and capturing the Dark Energon for his own ends.

Starscream, remaining loyal to the Decepticons, but realizing the danger of Dark Energon, leaks information to the Autobots about Dark Energon, which Megatron plans to unleash into Cybertron. This moment marks the point where Starscream loses all faith in Megatron. He remains on the Decepticon side, believing it the best way to maintain his power base and in the best interest of the Transformers beneath him. It also allows him time to plan for removing Megatron from power.

Optimus Prime, knowing that the Autobots are losing badly, calls for a complete evacuation of Autobot forces from Cybertron. He hopes this tactical retreat into the vastness of space will grant them the time, energy and tools they'll need to overcome the Decepticons and return to retake their home world.

Megatron journeys to the core of Cybertron to activate the Dark Energon and, according to his own twisted logic, gain control of the planet.

As his inner circle of Autobots prepare to escape the planet in an operation called Project Generation 1, Optimus rallies a small group to stop Megatron, following him into the bowels of Cybertron.

Optimus Prime challenges Megatron to stop him from releasing the Dark Energon, but is overcome by Megatron's battle skills. Megatron releases the Dark Energon, but instead of gaining power over Cybertron; the planet, the embodiment of Primus, bestows the Matrix of Leadership on Optimus Prime.

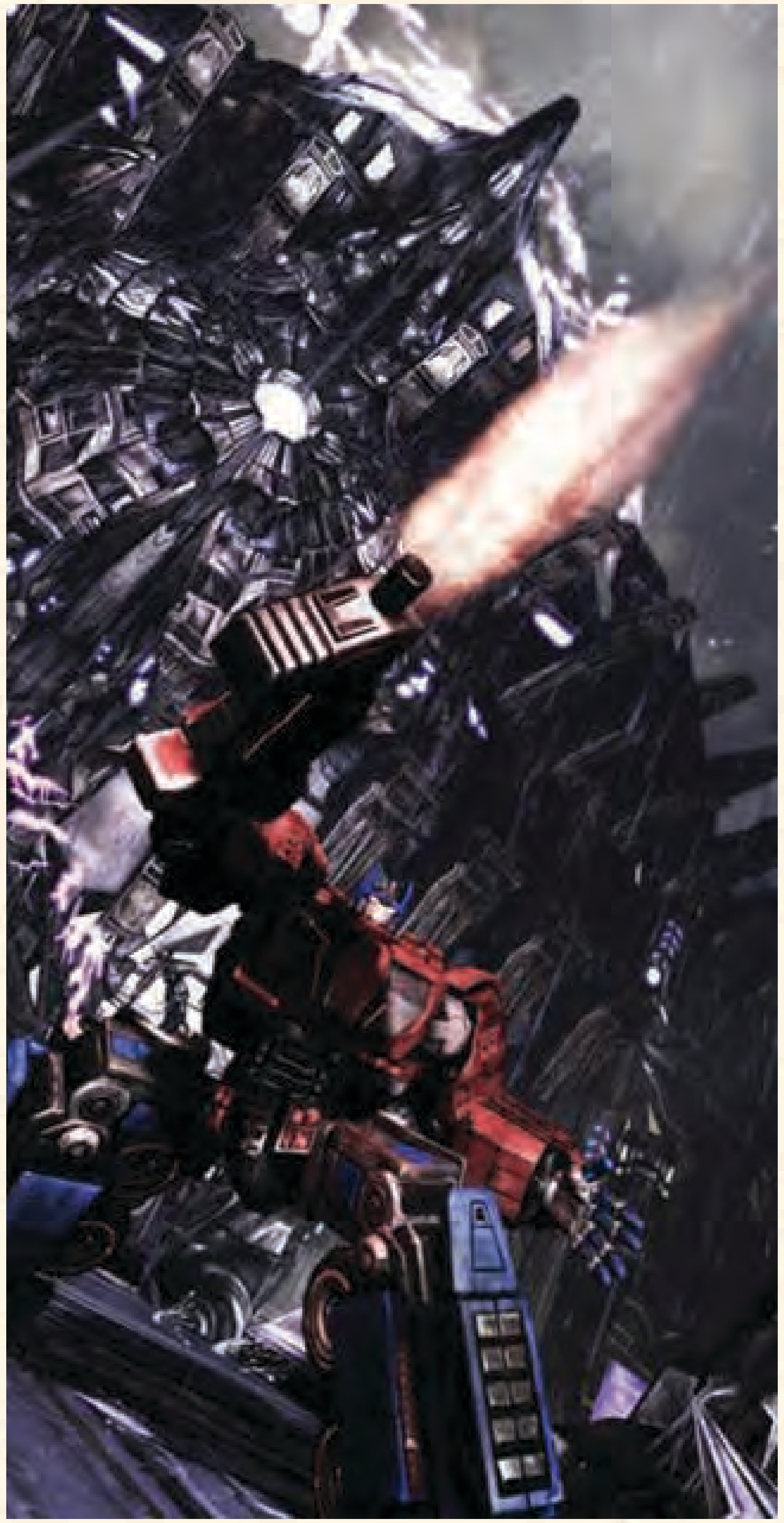
Megatron is enraged. In his mind, he has been rejected as leader for a second time, and the betrayal of Optimus Prime is truly complete. He sees no other option but to kill Optimus Prime and take the Matrix by force, but the Matrix has imbued Optimus Prime with strength and skill enough to fight Megatron off long enough to reach the starship Ark.

The Ark with Optimus Prime and its crew, blasts off. Megatron, knowing that he cannot control Cybertron without the Matrix of Leadership, follows aboard the Nemesis, with a core group of Deceptions alongside him.

8,500 B.C.E.

The Autobots and Decepticons enter the last remaining Space Bridge. Their battle destabilizes the already unpredictable Space Bridge, sending the combatants to parts unknown, trapping them in the far reaches of space.

Save for small pockets of Autobot resistance in a handful of cities, Cybertron is now completely controlled by the Decepticons, under the auspices of Shockwave.



EPOCH VIII
The Exodus

This Era is fertile ground to tie in many past storylines, within the context of the modern continuity's reality.

8,442 B.C.E.

The Transformers emerge from the shattered Space Bridge at the edge of Orion's Arm in the Milky Way galaxy.

The Autobots search through countless alien worlds to find Energon sources and weapons that they could use to gain the upper hand against the Decepticons who doggedly pursue them, bent on their complete destruction.

Knowing that their resources are limited, the Autobots conserve as much of their own fuel resources as possible.

Governed less by practicality and more by Megatron's passionate obsession for vengeance, the Decepticons waste resources on bases and the creation of super-weapons to destroy Optimus Prime and the other Autobots.

The groups split into smaller units, spreading throughout the galaxy to evade or pursue one another.

6,542 B.C.E.

Megatron splits from his Decepticon comrades in order to pursue a mysterious signal from the missing AllSpark. He commands the others to pursue Optimus, capture him and await justice at Megatron's hand.

5,013 B.C.E.

Having crossed the universe attempting to right wrongs by imposing his will on other cultures, The Fallen leaves only destruction and failure in his wake. He withdraws into himself, going into stasis on a planet near Alpha Centauri.

3,127 B.C.E.

Megatron follows the signal to the Sol system. Knowing by now that the AllSpark is close at hand, Megatron rashly enters Earth's atmosphere pursuing the signal to its source: deeply imbedded in the frozen Arctic Ocean.

2,134 B.C.E.

Megatron becomes trapped by Earth's gravity before freezing on the planet's northern pole.

18TH CENTURY C.E.

The Autobots happen upon the same signal Megatron found and follow it to Earth-Proximate Space.

The Decepticons trail the Autobots, hoping to discern the nature of the Autobots' mission.

1897 C.E.

During an attempt to reach the North Pole, Archibald Witwicky discovers Megatron frozen in ice. He is driven insane by this encounter.

1919 C.E.

Sector 7 is founded to deal with extraterrestrial intelligence and technology, specifically to deal with the discovery of Megatron and the AllSpark.

1936 C.E.

The Hoover Dam is completed, hiding Sector 7's headquarters and partially masking the AllSpark's signal.

1978 C.E.

Almost completely out of Energon Fuel for their ship, the Decepticons pick up strange energy emitting from The Fallen's dormant body on the Ice Planet orbiting Alpha Centauri. As they run out of Energon Fuel, they crash their ship into the planet and make it their base from which to observe and assault the Autobots.

1990 C.E.

Sam Witwicky is born.

Mikaela Banes is born.

EPOCH IX
Earth Activation

1996 C.E.

The Decepticons and Autobots discover the source of the AllSpark signal is coming from the Sol system. They monitor radio transmissions from Earth in order to find clues to its location.

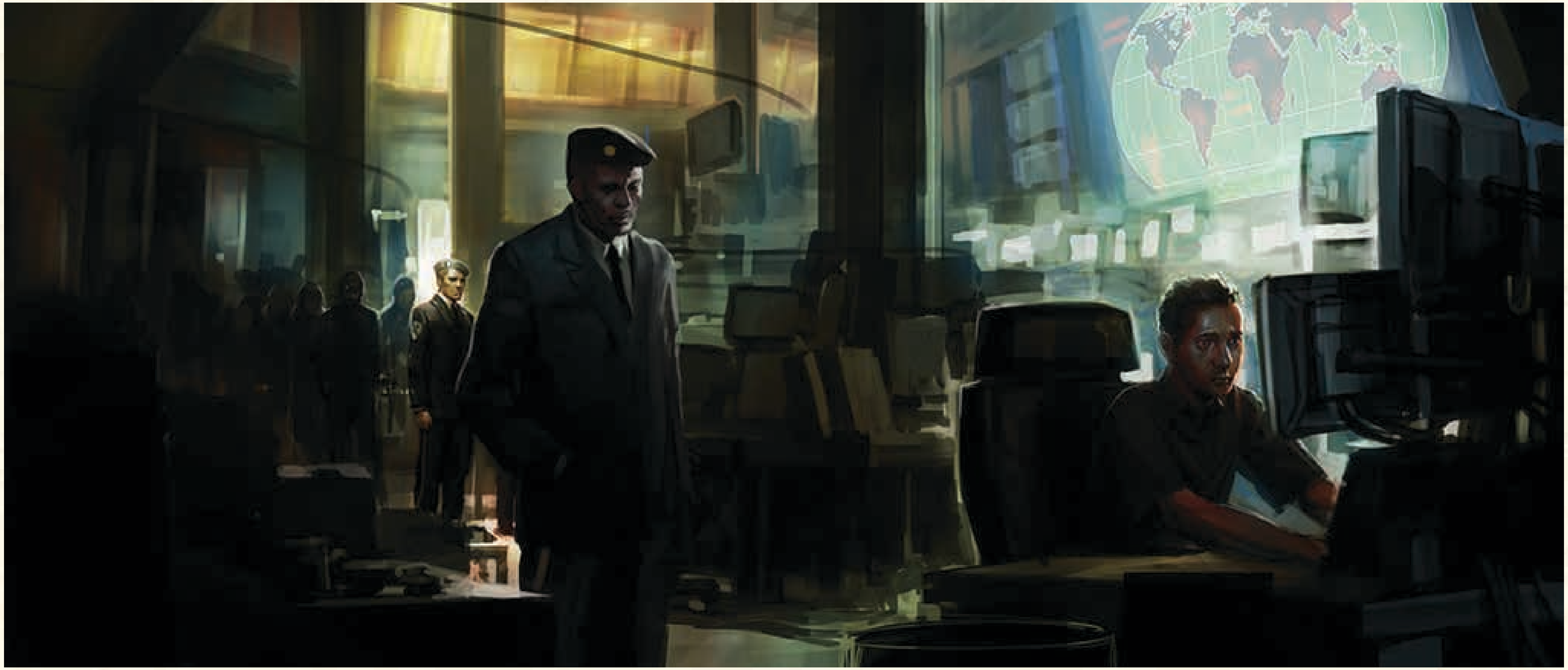
2007 C.E.

Sam Witwicky attempts to sell Archibald Witwicky's affects to pay for a car. Unbeknownst to him, Archibald's glasses have an imprinted image of Megatron on them.

The Decepticons hack into the U.S. Government database searching for information regarding the AllSpark. Instead, the trail leads them to Megatron and Sam Witwicky.

Sam Witwicky makes first official contact with the Transformers through Bumblebee.

Sam Witwicky is arrested by Sector 7.



Megatron is awakened by the Decepticons, partially destroying the Hoover Dam and surrounding environs.

The Battle of Mission City.

Jazz dies in battle.

Sam Witwicky kills Megatron with the AllSpark, imbuing himself with the knowledge contained in the AllSpark.

Starscream flees into outer space to regroup with the other Decepticons.

The Federal Government shuts down Sector 7 to repurpose it in a different mode: NEST.

The Diego Garcia Airbase on the Indian Ocean is turned into the Autobot headquarters.

Optimus Prime sends out a signal to all Autobots in the universe that they are welcome on Earth.

2008 C.E.

Megatron's lifeless body is sunk to the bottom of the Atlantic. An international fleet of ships constantly guard the location.

The Alien-Autobot Act ensures the allied participation of the Autobots and U.N. forces against Decepticon incursions while guaranteeing that the Autobots will not share weapons technology.

The remnants of the AllSpark are locked in an electromagnetic vault in the Diego Garcia Airbase.

The knowledge of the AllSpark leaks into Sam's consciousness slowly over the course of months in glimpses and strange episodes.

Starscream, now leader of the routed Decepticons, attempts to gather materials to convert to Energon and usurp power on Earth.

Starscream and his forces set a trap in Rome, but are routed by the joint Autobot-NEST forces.

Sam Witwicky is accepted into Princeton.

The Decepticons spy on Sam Witwicky and the Autobots via the satellite-bot, Soundwave.

2009 C.E.

The Decepticons attack Shanghai. The Autobots are able to defeat them.

While packing for Princeton, Sam discovers an active shard of the AllSpark in his old clothing. He gives it to Mikaela for safekeeping.

The Decepticons steal the AllSpark shard and revive Megatron's body.

Megatron travels to the Decepticon base on the Ice Planet, where he resumes leadership and finds a way to call upon The Fallen to aid him.

During a pitched battle in New Jersey, Megatron kills Optimus Prime.

Paris is attacked by the Decepticons, destroying several landmarks.

Displeasure over the increasing number of Autobots responding to Optimus Prime's call, which he made without consulting any human governing body, incites political unrest that leads to the disbanding of NEST.

The Battle of Giza.

The Fallen arrives on Earth, bent on turning the sun into Energon so that he can return to Cybertron. Seeing an opportunity in the political chaos within the Transformers, he intends to take power and put things right by enforcing his will through might.

Sam Witwicky revives Optimus Prime with the power of the Matrix of Leadership and the final AllSpark shard.

Optimus Prime kills The Fallen and routs Megatron.

Megatron returns to the Ice Planet to build an army to return and overcome Earth and his Autobot enemies.

EPOCH X
Ascension

2010

The Autobots and NEST, while continuing to root out remaining Decepticon holdouts, are authorized by the U.S. government to destroy

After a tumultuous period, Mikaela Banes definitively breaks up with Sam Witwicky.

In recognition of his accomplishments, Witwicky is awarded a medal for heroism and is invited to dine at the White House. There, he is told in no uncertain terms that he cannot work with the Transformers.

At the same function, Witwicky meets Carly Spencer. She sees past the bitterness he currently feels at his situation and asks him out on a date.

2011

Sam Witwicky and Carly Spencer move in together.

2012

During a mission to Chernobyl, Optimus Prime finds an engine mechanism from the Ark, planted there by the Decepticons so that it will start a trail of clues that leads to the Moon.

Traveling to the moon to uncover the Ark's secrets, the Autobots discover the body of Sentinel Prime, as well as the Pillars he created as a means of establishing a Space Bridge between two points to teleport matter.

After returning to Earth, Optimus uses the energy of the Matrix of Leadership to revive Sentinel Prime.

Sam Witwicky's co-worker, Jerry Wang, is assassinated by Laserbeak. Driven to understand why, Sam and Seymour Simmons discover that the Decepticons had already opened the Ark in the 1960s and have laid a trap for the Autobots.

Unaware of this, the Autobots bring Sentinel into their base for protection, but Sentinel betrays them and kills the Autobot Ironhide.

Sentinel Prime reveals he has been working with Megatron for millennia in order to ensure the survival of the Cybertronian race on their home world, which requires the depletion of Earth's resources.

Sentinel uses the Pillars to transport hundreds of concealed Decepticons from the Moon to Earth.

The Autobots are exiled from Earth by the command of the Decepticons in return for avoiding all-out war with humanity, but as the Autobot ship leaves Earth, Starscream destroys it.

The Decepticons, led by Megatron and Sentinel, seize Chicago as their agents place Pillars around the world, planning to transport Cybertron to the Solar System, so as to enslave humanity and tap Earth dry of resources.

Sam is nearly killed by Decepticon forces before the Autobots intervene. They reveal that they concealed themselves during the launch of their ship to convince the Decepticons they were destroyed, as well as to prove to humanity that the Decepticons were untrustworthy.

The Battle of Chicago. Working together, the Autobots and NEST manage to permanently disable the Space Bridge, destroying or incapacitating many Decepticons along the way.

The partially transported Cybertron seems to implode.

Optimus destroys both Sentinel Prime and Megatron in single combat. He bids farewell to Sam Witwicky and withdraws for years to heal from his injuries.

2013

Anti-Transformer sentiment reaches a fever pitch, forcing the US government to cut all ties to the Autobots, though it does grant them sanctuary.

NEST is disbanded.

Unable to deal with the negative publicity surrounding his work with the Transformers, Sam Witwicky retires from public life.

The CIA forms Cemetary Wind, an elite black ops unit that is commanded by Harold Attinger and James Savoy. Their mission: destroy all remaining Decepticons.

Kinetic Solutions Incorporated (KSI), a robotics company, wins a government contract to clear Chicago of dead Transformers. It begins to experiment on the corpses in hopes of understanding Cybertronian physiology.

2014

Savoy and Attinger, believing that all Transformers are a potential threat, begin hunting down Autobots with the aid of the Cybertronian bounty hunter, Lockdown.

2015

KSI manages to crack the genetic code of Cybertronians, which it dubs “Transformium.” Its experiments ultimately lead to the first man-made Transformers.

2016

Talks between Cemetary Wind and KSI lead to an agreement between the two parties. They will share information, and Cemetary Wind will provide KSI with dead Transformers which can be harvested for Transformium.

2017

Cemetary Wind disables Ratchet.

In rural Texas, Cade Yeager, a struggling inventor, and his friend Lucas discover that an old truck they bought is actually an injured—but very much alive—Optimus Prime.

Cemetary Wind tracks Optimus down to the Yeagar farm. A chase ensues, in which Lucas dies, but the rest of the group is saved by Shane Dyson, the boyfriend of Yeagar’s daughter, Tessa.

Optimus rallies the remaining Autobots— Bumblebee, Hound, Drift, and Crosshairs—and learns that Cemetary Wind has partnered with Kinetic Solutions Incorporated.

Cade infiltrates the KSI headquarters in Chicago, learning that the company’s founder—Joshua Joyce—has begun to create Transformers artificially using data collected from Megatron. His pride and joy? A being named Galvatron.

The Autobots storm the facility, but Joshua stops them, declaring that humanity doesn’t need them to protect Earth anymore, as they have their own Transformers. The Autobots retreat.

However, at the behest of Attinger, Joshua launches Galvatron and another Transformer to pursue the Autobots.

Optimus is defeated in the ensuing battle. Lockdown captures him and Tessa, admitting that Optimus has been his target all along. Beings from deep space known as The Creators, who ended the age of the Dinosaurs with devices known as Seeds, want Optimus for their own reasons.

Before leaving Earth, Lockdown gives one such Seed to Attinger for his help in apprehending Optimus Prime. The exchange gives the Autobots time to board Lockdown’s ship.

Cade and Shane save Tessa and escape with Bumblebee while the others save Optimus and escape on a shuttle that is both a trophy case of Lockdown’s and a detachable part of his ship.

Optimus reveals that Galvatron is Megatron reborn and has manipulated KSI in order to steal the Seed and create more Decepticons.

Joshua backs off his deal with Attinger while Galvatron activates by himself and infects all the KSI prototypes, recreating the Decepticon army.

Joshua flees with the Seed to Hong Kong, where KSI is headquartered, with Attinger chasing him.

When the Autobots try to retrieve the Seed, their shuttle is shot by the Decepticons, spilling the Yeagers, Hound, and Bumblebee onto the rooftops of the city while Optimus manages a crash landing.

Optimus discovers that the shuttle contains the legendary warriors known as the Dinobots trapped inside. After a brief confrontation, Optimus convinces them to join the Autobots in the ensuing battle.

Lockdown returns with a magnetic weapon to reclaim Optimus and the Dinobots.

Optimus manages to defeat Lockdown in a confrontation across the Chinese countryside, while the rest of the Autobots finish off the Decepticons. Attinger is killed in the battle, and Galvatron retreats.

Optimus sets the Dinobots free but decides to confront the Creators, knowing the Seed must be kept away from Earth.

Before leaving with the Seed, Optimus asks the Autobots to protect Cade and his family.

The federal government shuts down Cemetary Wind for gross misconduct in the application of its mission.

While no formal ties are established, the United States once again open up lines of dialog with the Autobots.

2018

Prime's journeys through space bring him into contact with many other Cybertronians.

Megatron is reanimated but is forced into a three-year exile, which he uses to learn more about the Autobots' plans.

A conflict erupts on Earth between remaining Autobots (lead by Bumblebee), Decepticons, and Beast Transformers.

Forced to return, Optimus Prime once again leads his forces to victory. But in the process, he unwittingly releases Unicron...

EPOCH XI - The Return to Cybertron

MANY YEARS IN THE FUTURE

A new Cybertronian Civil War continues unabated, flaring up as it extends from Earth to across the Galaxy.

In a desperate attempt for peace, Megatron forces Optimus Prime to use the Matrix of Leadership to unlock the secrets of Cybertron.

A new Cybertronian Government is formed. A few power-hungry Decepticons fight for more control, but most accept the terms of the new ruling body in exchange for voices and votes.

Prime remakes Cybertron into a new form, one where the tyranny of the past is abolished. Each sentient being is given full freedom of choice to create the life they choose.

Megatron's revolution is complete, though he is vanquished as his dream is realized. Megatron leaves Cybertron, unable to cope with a world where he is not leader. Though under constant watch by heavy guard, he is allowed to follow his own path.

The corrupting elements of Unicron are expelled from Cybertron by Optimus Prime and the other Autobots during the reformation. This releases the Servants of Unicron from stasis, shifting them to their original living forms.

The Servants of Unicron call out to their master across the vast gulf of space, beckoning him to return and defeat Primus once and for all.

EPOCH XII
Unicron

MORE THAN A DECADE IN THE FUTURE

Optimus Prime leads the Cybertronians against the Servants of Unicron.

Believing his commanders are acting in the best interest of the people of Cybertron, Starscream once again commands a force of flyers, proving himself an able leader who valiantly fights against the Servants of Unicron.

Learning of Unicron's approach, Optimus and the teen Witwicky call a great council of the leaders of Cybertron and Earth to discuss their course of action.

The council agrees that envoys from both planets will disperse throughout nearby space to prepare a resistance against Unicron's approach. Others remain behind to tend to Earth and Cybertron's defenses.

Megatron goes missing from the watchful eyes of his guardians.

Optimus deputizes friends and former enemies with extraordinary powers to search for the only beings ever to defeat Unicron: the Primes.

Galvatron appears, leading forces of Unicron.

The last Servant of Unicron is destroyed, but not before leading his master directly into known space.

Optimus Prime engages Unicron and Galvatron directly and almost dies from the encounter.

Galvatron reveals himself as Megatron and Optimus is able to convince his old friend that Unicron is no one's ally, winning him to his cause.

Those Transformers that have bathed in the light of the Spark of Quintus are changed into the Ultimate Transformers.

Megatron, using his new powers, sacrifices himself to stop Unicron—but this act is revealed to be a betrayal, as the blast he unleashes super-charges Unicron, leaving little hope for victory.

The tide of battle turns when the other Primes unleash the Spark of Quintus, becoming the Ultimate Transformers.

Optimus reunites the Matrix of Leadership with the Star Saber. He merges with Primus to become Pax Ultimus Optimus Prime and defeats Unicron in battle.

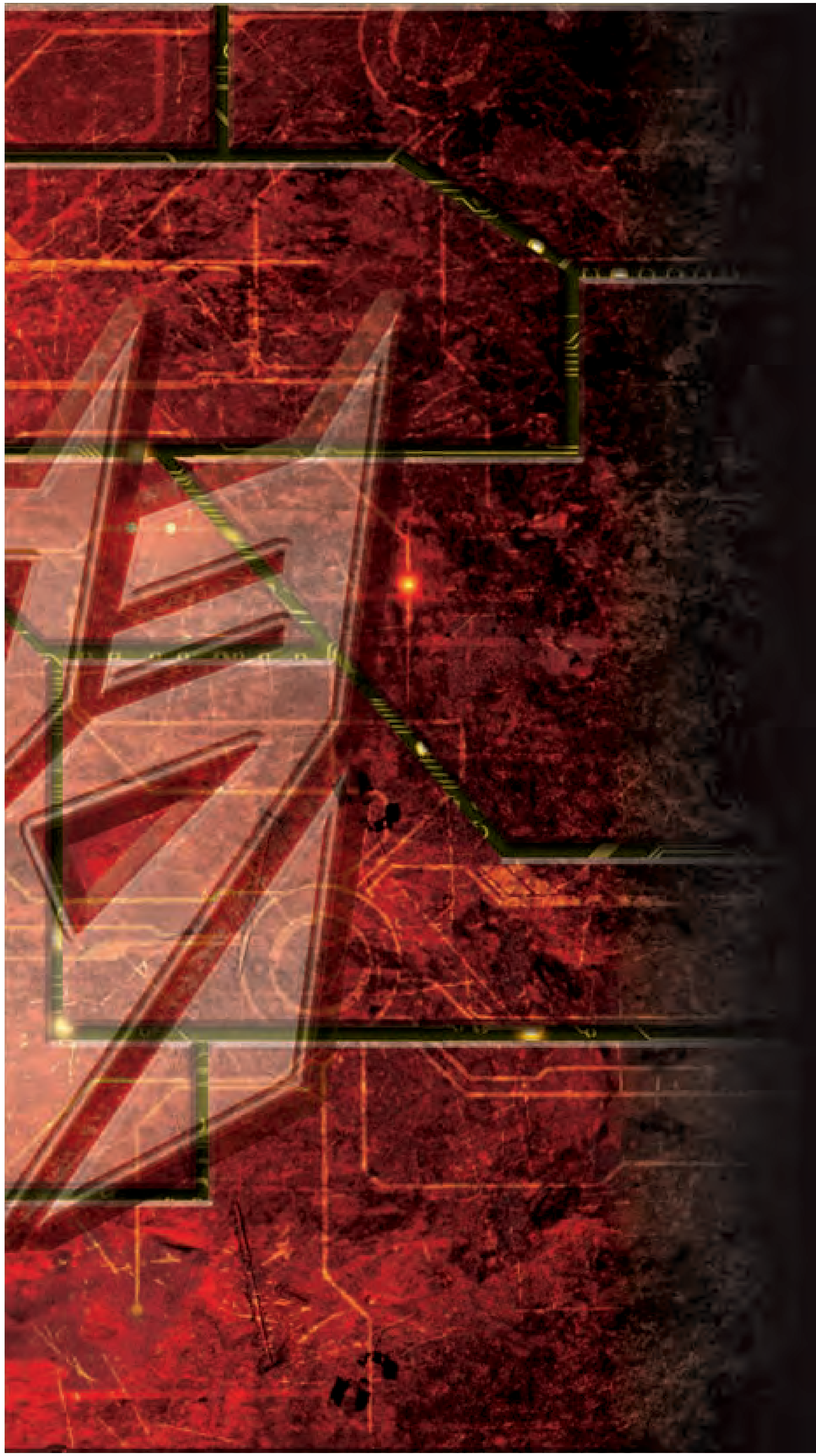
Optimus passes on, his Spark now merged with Primus.

TWO DOZEN YEARS IN THE FUTURE

The Ultimate Transformers return to Cybertron. As all are now one, it is a time to heal, mourn, and celebrate.

EPOCH XIII
A New Universe

The Transformers and humans set out to bring freedom to the universe, one planet at a time…



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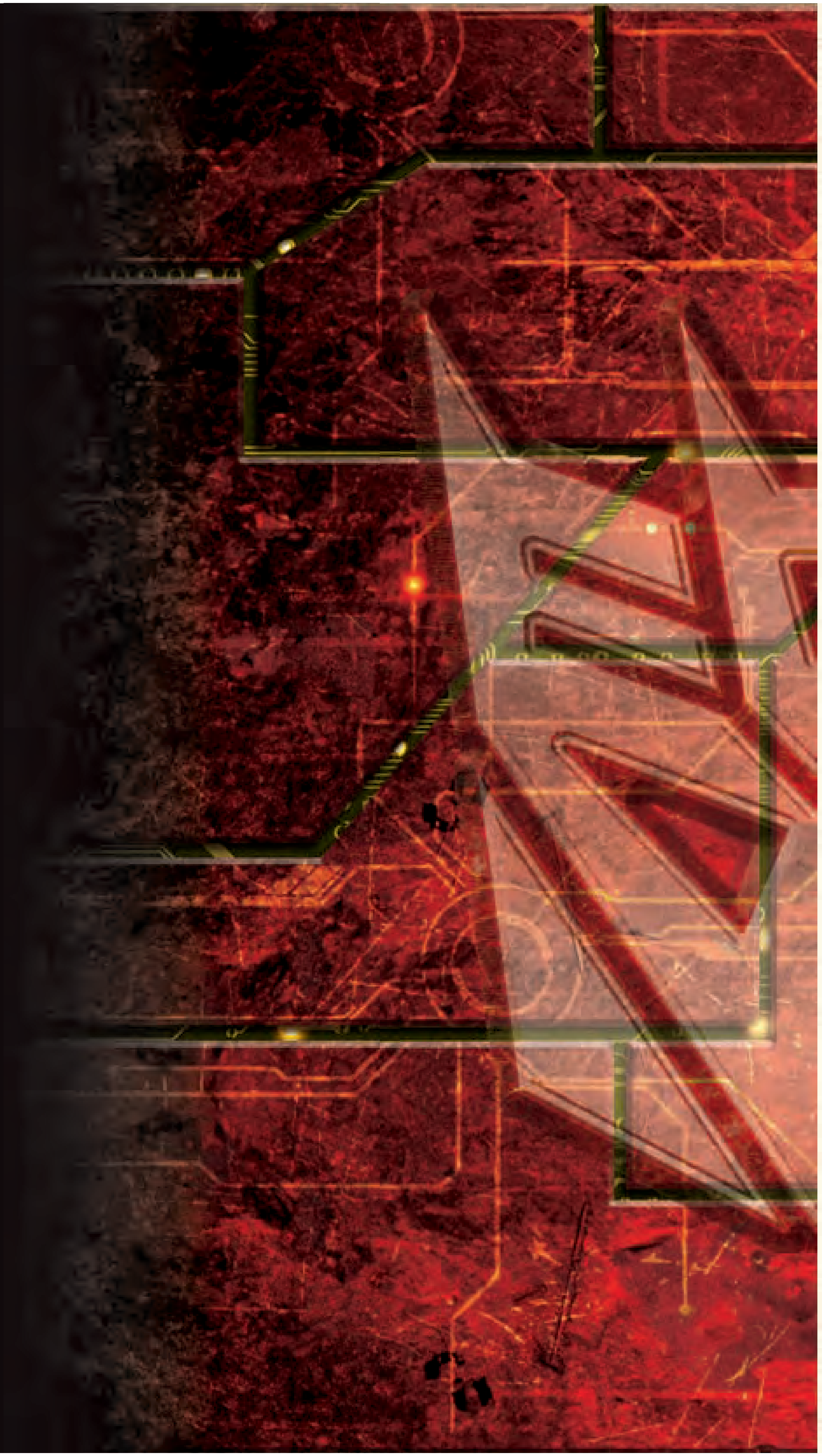
Distant Mountains



EPOCH I
Origins

1. THE FLEETING GIFTS OF GODS

From the moment the events occurred, the story of Primus and Unicron and how the Universe began has been interpreted in many different ways. Highlighting some of the most compelling myths from around the Galaxy show how cultures have evolved and what they value. The legends of the Great Gods fighting for control of right and wrong in their skies and how the energy fell upon their land, the battle of Unicron vs. Prime, flows from original truth to myth, told from the point of view of races throughout the universe showing what makes them different, and what ties them together.

2. TO SEE ALL THROUGH BLIND EYES

During the Golden Age: a low-level Autobot accidentally accesses the very heart of Primus, his archival memories of his initial arrival into our universe — along with Unicron — at the time of the Big Bang. It is a story of new opportunity squandered by old grievances. It is an important truth that sadly remains untold to the Transformers, for in witnessing these events, the low-level Autobot is unable to retain his sanity and his Spark goes dormant.

3. IN THE BEGINNING

Before Primus trapped Unicron, the two waged their battle across the full breadth of the Universe leaving bits and pieces of their forms across its face. In the absence of the conscious influence of Primus or Unicron, life emerged from this residue, how did these life forms begin? How do they embody the minds of their progenitors? How do they perceive their origins without the source to inform their conceptions? What happens when Quintus or a Transformer finally comes to call?

EPOCH II
The War of the Primes

1. THE FIRST LINE OF DEFENSE

The birth of the Primes allowed Primus to create a line of defense against the pressure of containing Unicron. How did these Primes feel about the responsibility of both starting a new civilization and keeping the universe safe from a destructive force?

2. THE GREATEST WAR

Even though Unicron escaped, the Primes had to defeat his servants. Considering that both groups of beings have Titan-like powers, these battles must have been epic in scale. These great battles helped establish the opinions of Liege Maximo and Megatronus as to the dark nature of the universe, while also defining Prima and the other Prime's belief in goodness. How did this happen?

3. DEVASTATION AND DEPARTURE

Quintus was the first Prime to depart. His basic motivation is known, but what were the details? Did he have friends he disappointed? Did he have enemies who were glad to see him go? What happened to make him finally decide to leave?

EPOCH III
The Fall of the Primes

1. THE WAR HAS ENDED, THE BATTLE HAS JUST BEGUN

The Primes, who have lived for keeping Unicron at bay, are now forced to create a new civilization, but each of them have specific points of view about what that civilization should be like. Their early attempts to create a peaceful society and their early failures are stories that have never been told.

2. AN EPIC BETRAYAL

Megatronus and Solus Prime are starting to fall in love, but Liege Maximo also has designs on the Forger. To what lengths will he go to win her affections and how will his actions lead to murder and create a permanent fissure among the remaining Primes and affect the future of the Transformers race?

3. THE PATH OF QUINTUS

The long "Johnny Appleseed" journey of Quintus is depicted through a series of planetary adventures as he seeds life on various planets, spreading aspects of Cybertron across the galaxy. The ups and downs, successes and failures of his wanderings create great adventure and drama, culminating in the death of Prima and his return to Cybertron.

EPOCH IV
The Age of Wraith

1. THE APPLES FALL FAR FROM THE TREE

The sons of Quintus are explored, their upbringing and their decision to claim a birthright by force. Born of a heroic nomad but resulting in a sense of indignant entitlement, who they are and how they turned out is a reflection of the long, lonely, hard lives of the Transformers.

2. FROM THE SCRAP HEAP

The untold tale of how the Transformers rose against the dictatorial mad rule of the sons of Quintus to overthrow their oppressors and regain their freedom.

3. THE CALL OF THE PRIME

The story of how resurrecting the memory of Primus helped the Transformers regain their freedom and recreate their society. The title of Prime becomes the ceremonial coronation for the first true leader of Cybertron.

EPOCH V
The Golden Age

1. A BRIDGE TO NOWHERE?

This story is the challenging and dangerous process that led to the discovery and first implementation of the first navigable Space Bridge. This discovery creates wondrous new opportunities for the Transformers, enhancing their civilization as they begin to explore the galaxy as a means of enhancing the lives of sentient beings everywhere, but it was not accomplished without tremendous, courageous ingenuity, risk, drama and sacrifice.

2. A UNIVERSE OF POSSIBILITIES

With vast reaches of space at their beck and call, Transformers spread their empire far and wide. Encountering thousands of planets and races, taking on the guises of many different forms and examining many mysteries of the universe. These journeys of the bold and daring explorers are indicative of some of the finest qualities of Transformers.

3. THE COMING OF THE DINOBOTS

In pursuit of the AllSpark, Grimlock led a band of Autobots to a small planet called Earth. This is the story of their first discovery and their becoming the Dinobots, and the internal combat and competition that sprung among them for control of the AllSpark.

EPOCH VI
The Rise of the Decepticons

1. A HERO FROM THE PITS

Megatron was not always a cruel, merciless dictator. Once, he was a gladiator simply looking to survive. He unites a crew of his fellow gladiators and upends the cruel Mafiosos who abused them. They eventually take control, but Megatron now has a taste for bloodshed and revolution, and there are more distasteful leaders than a simple criminal ring.

2. TRANSFORMERS, 1 BAR AND 6 MOTOR OILS

A bittersweet quiet story as Orion Pax and Megatron meet in an out of the way bar to sit and discuss the difficult situation they all find themselves in. A political discussion between two men who could be, should be and would be friends in another life, but whose efforts to unite their people will tragically cause a permanent division between them and within their raceƐ

3. THE GALE AND THE ROSE

Cybertron was once a paragon of engineering and architectural wonder, with a vibrant culture and society. As war begins to mount, however, a story of friendship takes place between two Cybertronians who must chose between loyalty to one another and loyalty to their ideals. Eventually, they choose different sides, a small example of the personal wars that pull Cybertron apart.

EPOCH VII
The Civil War

1. BATTLE FOR CYBERTRON

Optimus Prime was a “nobody.” Almost every single Autobot had more martial experience than him. Optimus must quell resisters in his own ranks while at the same time fighting the quickly burgeoning Decepticon ranks, eventually culminating in a choice: to lose some of his closest friends or lose the war. Optimus must triumph over the demons of his own doubt and step up to take his rightful place as leader of the Autobots, because if he doesn’t, who can?

2. THE SHOT HEARD ROUND THE WORLD

The first violent attack by Decepticons upon the new ruler, Optimus Prime leads to the fall of Stanix, the first Cybertronian city to topple under the aggressions of the empowered rebel forces. A sobering story when many neutral Transformers first realize they have no choice but to fight—but fear they have no understanding of *how* to fight.

3. THE MASSACRE OF NOVA CRONUM

The civil war, which has been fought in increasingly ugly measures, takes a turn for the worse during the Massacre of Nova Cronum. This is the tragic story of one Autobot, struggling to survive as his brothers and sisters fall, heroically facing the inevitable death that awaits him, but determined to make something positive come out of the depredations he sees committed around him…

EPOCH VIII
The Exodus

1. WANDERING THROUGH THE MILKY WAY

When the Space Bridge from Cybertron collapsed, trapping the Autobots and Decepticons in the Milky Way, they were still in an embattled chase. As the Autobots attempt to escape their pursuers and the Decepticons try to find the upper hand, both groups encounter exotic races and unexplored worlds. Their resources are running out and they must find a way to survive without the resources of Cybertron, and against their enemies.

2. CONTACT

The Decepticons nearly destroy the Autobots while searching for their wayward leader, Megatron. As the Autobots are forced to make ad hoc repairs on their ship, they accidentally pick up on a signal from Earth. It is the AllSpark, and it may mean a way home.

3. EARTHBOUND

When the Transformers first intercepted radio signals from Earth, they were both baffled and delighted. Lost in space, with few luxuries, watching them as they first experience media of Earth's diverse cultures and times as they approach Earth is one of the first rays of sunlight they have found in their dark journey through the Milky Way.

EPOCH IX
Earth Activation

1. NO COMMENT

The U.S. Government tried to cover up the Transformers for decades, but other governments weren't so hesitant. As the Autobots and Decepticons begin their search, they contact a few governmental figures, searching for clues. In the end, however, this always leads to battle or a group trying to use the Cybertronians for their own ends. When a definite contact is made (near the beginning of Movie 1), this storyline shows why the Autobots are hesitant around militaries and why the Decepticons dislike humanity.

2. DAVID AND GOLIATH

This is an untold tale that occurred during the course of the first *Transformers* movie. During the battle between Autobots and Decepticons in downtown Mission City, a single Marine Private, David Rodriguez, is separated from his platoon and soon realizes the neighborhood he grew up in is under siege. Can one single human stand against a single rampaging Decepticon and survive long enough to save his family, friends and neighbors?

3. THE EARTH TRANSFORMATION

With Paris, Rome and The Pyramids nearly destroyed by Giant Robots, the world can no longer ignore that something large, new, and worrisome is happening. As the idea of Transformers and their cosmic battle goes from Conspiracy Theory to front-page news, how does the world react? To say that it will shake things up is a vast understatement.

EPOCH X
Ascension

1. RADICAL ROBOISM

Human beings aren't always the most tolerant creatures, and even open-minded people might not react positively to a new race in their midst. Some groups take it upon themselves to rid the Autobots from their midst.

2. BUILDING A BETTER NEST

After the events of the second feature film and as a result of the growing Transformer activity on Earth, a new Autobot-Human Allied Organization is formed, but are they friends to the Autobots or allies of convenience? How do they balance the needs to help the Autobots against the Decepticons with the need to protect the human race from both Transformer factions? Building interesting backstories for the various human characters whose actions could help fuel much of the subplot development within the new animated series.

3. THE ARMY OF THE FALLEN

With a new, seemingly limitless group of Decepticon recruits rising from the bowels of the Nemesis, Megatron makes a compelling argument that humanity should surrender if it hopes to survive. How can Autobots compete? How can human governments stand beside them in the face of possible annihilation?

EPOCH XI
The Return to Cybertron

1. HOMECOMING

Cybertron certainly wasn't peaceful during the Exodus Years, but under Shockwave's iron fist, a new status quo made it possible to survive. The return of Prime and Megatron upsets this order and renews old rivalries within the Decepticon ranks. Old grudges emerge and civil war springs anew as the battle for Cybertron's leadership is once again contested.

2. BE CAREFUL WHAT YOU WISH FOR

Once the war between Autobots and Decepticons ends, the battle for Cybertron's soul just begins. This is the story of the backbiting and infighting that goes into any truce. Who gets what? How many compromises can be made? Can enemies made so bitter after fighting for so long come to an understanding for the future of their race? And where does that leave the one man who began the rebellionƐ what of Megatron in this new alliance?

3. CAST OUT ALL SIN

The decision to cast out the remnants of Unicron's servants from the core of Cybertron is debated, as a civilization must decide, what are we without the potential for both good and evil within us? And how would casting out the sin of Cybertron's soul potentially affect the universal order in the greater beyond? What if the Transformers are literally damned if they do and damned if they don't?

EPOCH XII
Unicron

1. TRUE MYTHS

Imagine finding definitive proof of Eden. That's what the emergence of Unicron was like. Certain religious sects and cults emerge with the coming of the Great Devourer. Some abhor it, others welcome it. A group of Transformers are tasked with taking down these dangerous groups, but some begin to be swayed by their arguments. After all, if this bit of Cybertronian mythology is true, then what else is?

2. A PATCHWORK OF HOPE

This is a detailed interactive online map that shows the journey of Autobots and Humans as they travel the galaxy to find allies in the coming struggle between the fundamental forces of order and chaos.

3. GALVANIZING GALVATRON

Without revealing it is really a transformed Megatron leading the forces of Unicron, we explore the creation of this new leader and how he takes control over the Servants and their forces.

EPOCH XIII
A New Universe

1. THE ULTIMATE TRANSFORMERS

The New Guard leaves Cybertron to spread a message of transformation to the universe. Only through change — spiritual and physical — will you grow.

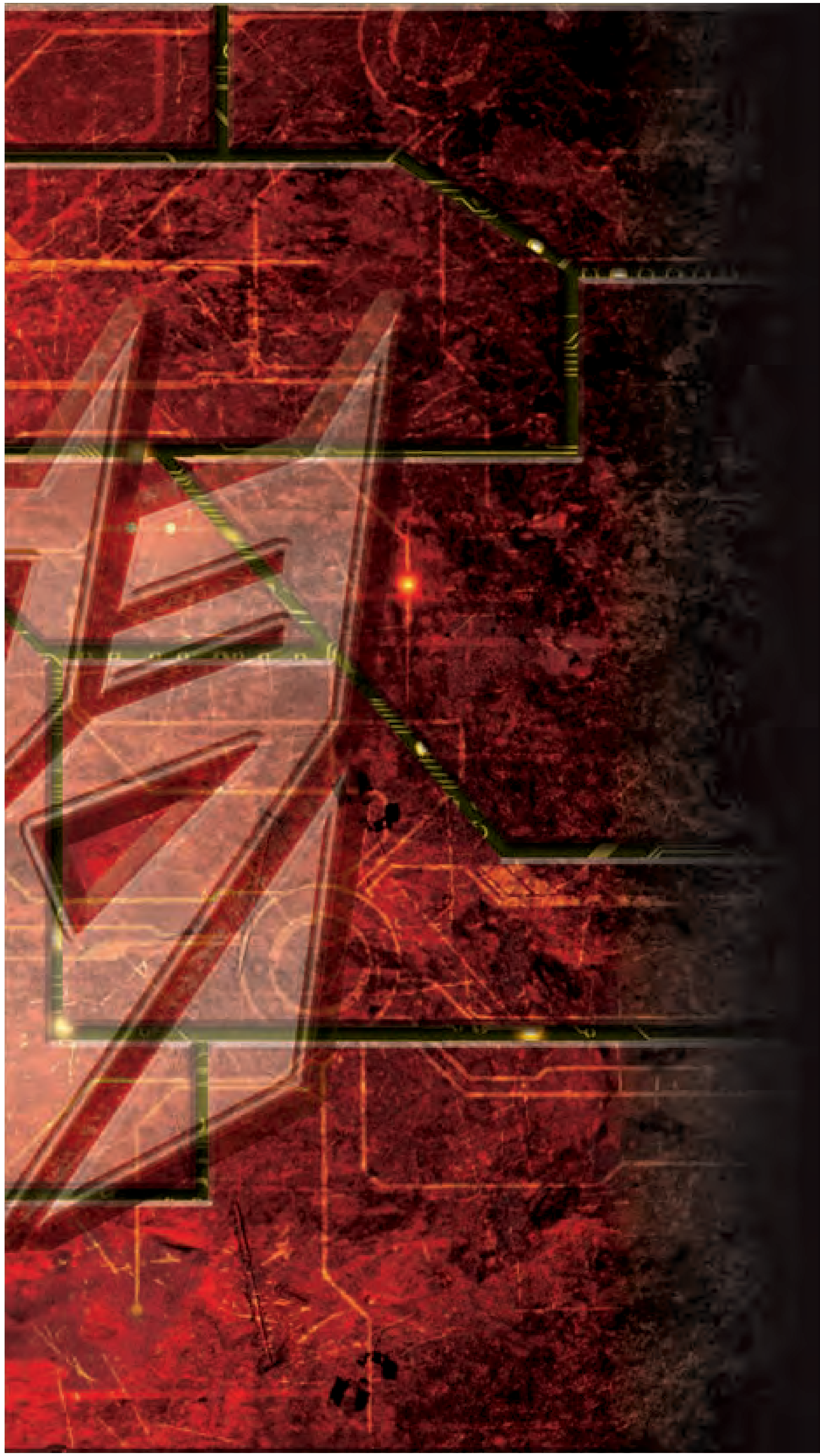
2. THE DARK SKY COMETH

Humanity and the Transformers dealt with Unicron firsthand. Other races must have also been affected, too. What were their stories, and what did they go through as the world-devourer first began his trek and finally was destroyed?

3. A NEW SEED IS SOWN

With the defeat of Unicron, the fundamental force of chaos needs to change. It cannot be destroyed, but it is a new seed that will grow in a new way. The Alliance wants to know what that will be in advance of it happening, so they can address the issue to prevent it from spoiling their "utopian alliance." But what if the great evil they fear turns out to be the very *order* they fought so hard to achieve...?

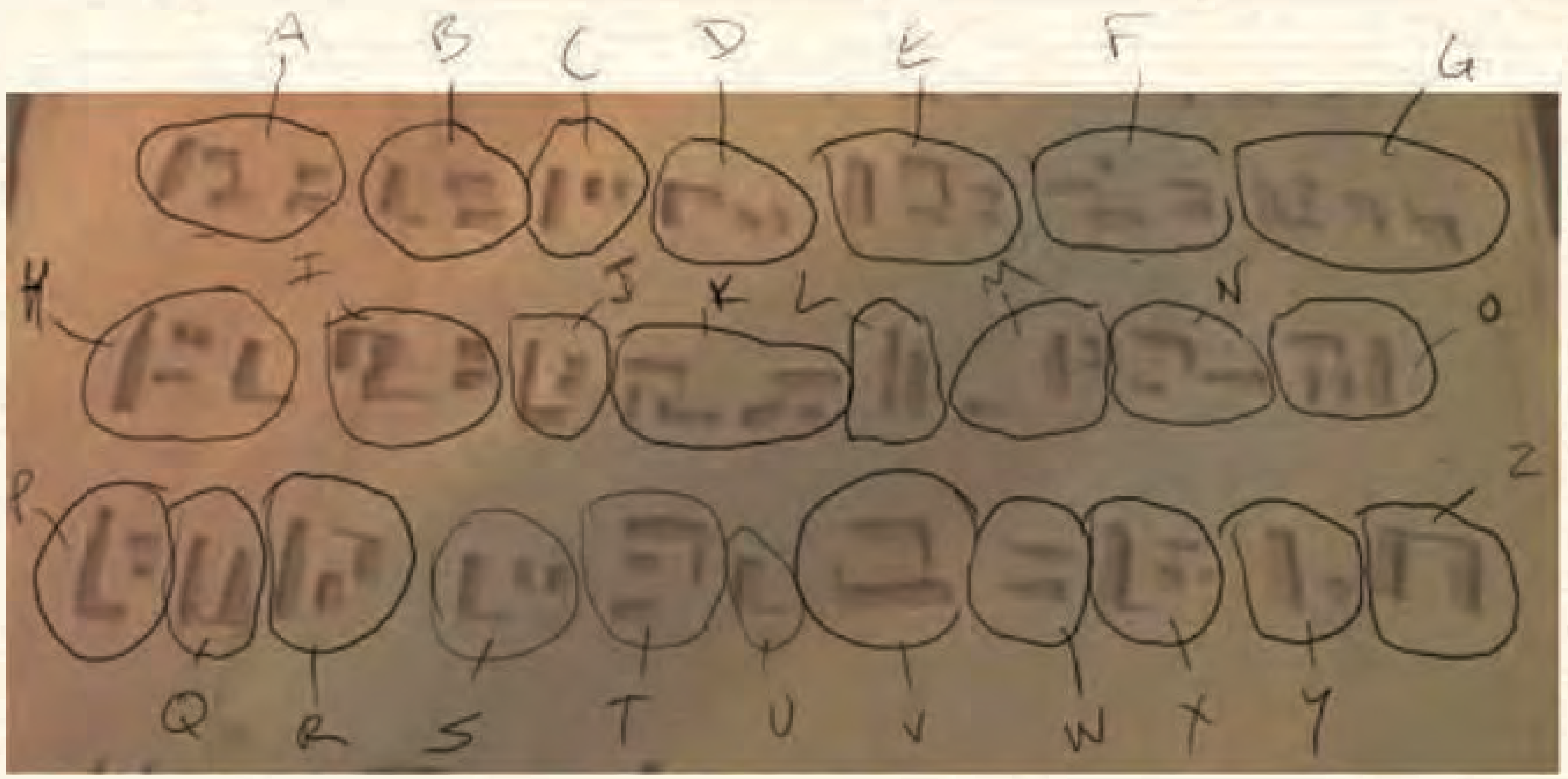
To Be Continued...



Appendix I

The Language of the Primes

Cybertronian Alphabet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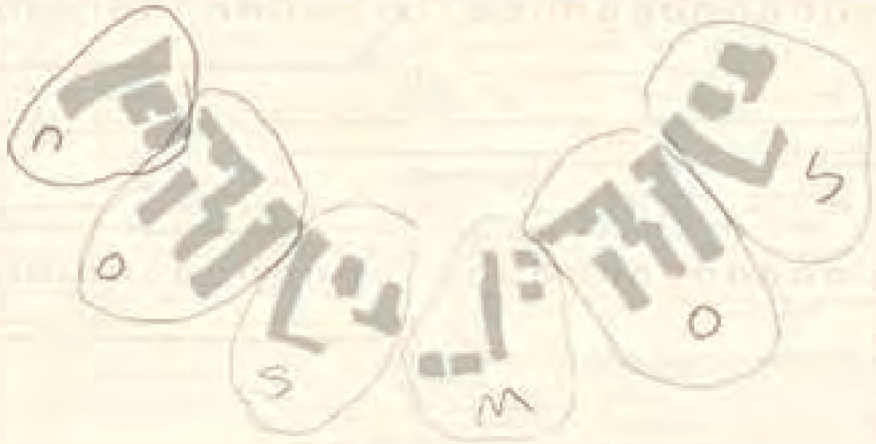

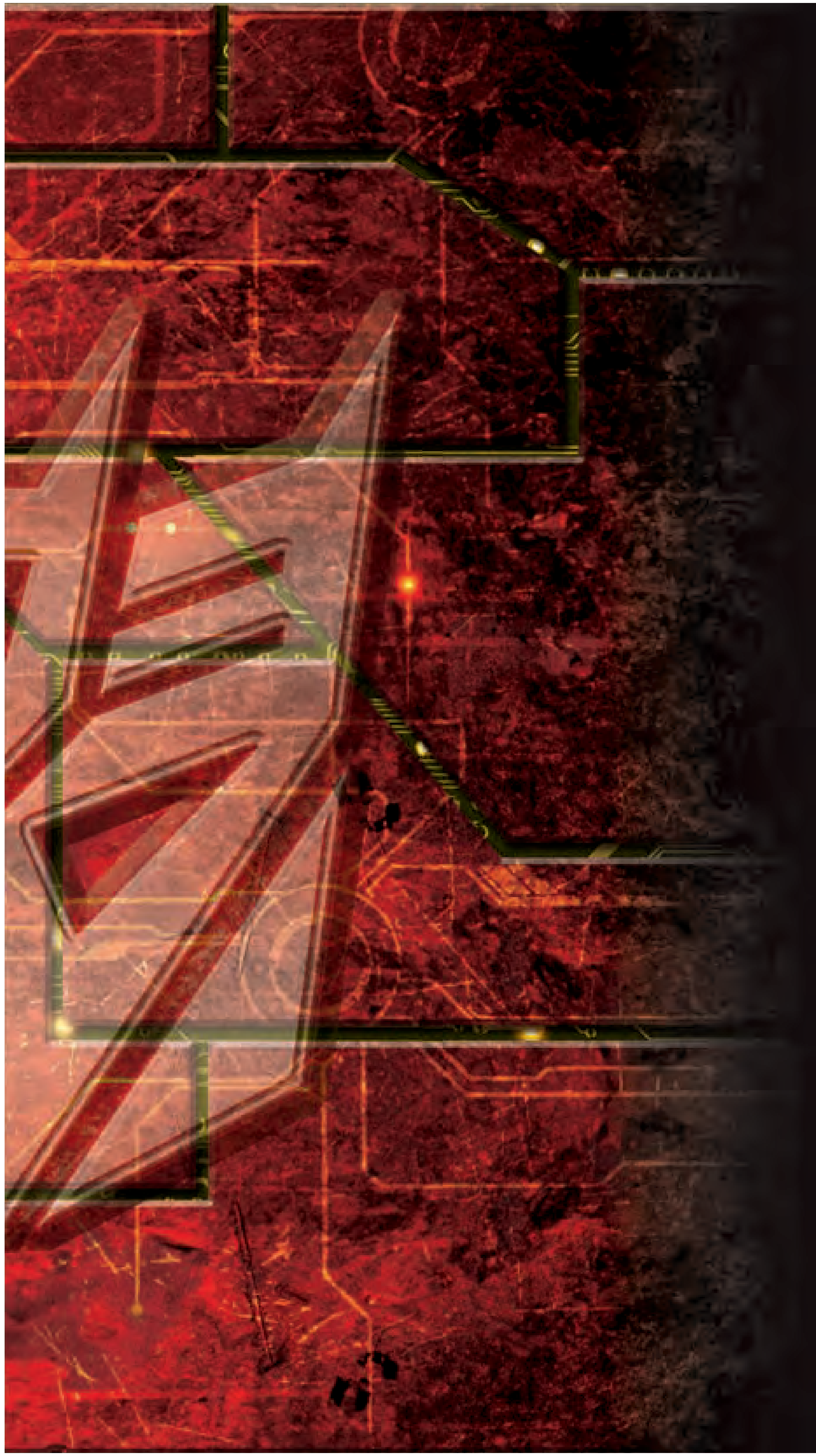

Appendix II

Glossary of Terms

Glossary of Terms

Alt Mode – The form (vehicular, organic based, or other) that a Transformer transforms into.

Cerebro-Shells – Small mind control devices that allow Decepticons to control both humans and other Transformers. In humans, cerebro-shells are typically implanted behind the left ear lobe. By disrupting the shells electronic frequency, one can free the individual(s) from the mind controlling properties. Cerebro-shells can be attached by hand or launched in projectile form from modified weapons.

Circuit-Su – A Cybertronian martial art. It focuses heavily on mental and spiritual discipline, often to the exclusion of the physical. Practitioners study the focusing of willpower, as well as the nature of their sparks. It is rumored that masters of this fighting style can actually harness their spark energy as a physical attack. Masters of Circuit-Su area also referred to as Cyber Ninjas.

Cloakers – Transformers with the ability to cloak themselves and become invisible. This is an extremely rare ability amongst Transformers.

Combiner – A group of Transformers that assemble and combine their bodies into a single, new robot with its own unique personality. Combiners tend to be considerably larger and more powerful than the average Transformer, equivalent to strategic-grade weapons. When combined, the willpower of the component pieces spits. Half of the group's mind is used to keep the combiner assembled while the other half goes to giving a mind/identity to the larger combined form. When assembled, these combiners often have limited intelligence.

Cosmic Rust – A microorganism that devours Cybertronian metals. An infected Transformer starts growing a rust-like substance all over their body. Eventually, the corrosion causes the Transformer to waste away to nothing. The disease is highly contagious and can also hamper the ability to transform correctly. Cosmic Rust was first discovered in the ruins of an ancient Autobot colony in deep space. The only cure for Cosmic Rust is a substance called *corrostop*.

CR Chamber (aka Restoration Chamber) – The Cryogenic Restoration chamber is an enclosing chamber or "dunk tank" device used to restore damaged Transformers to their principal operating status. Once inside the CR chamber, Transformers are put into *stasis lock* until repairs are complete. CR chambers are found in most Cybertronian bases and ships.

Crystalocution – An ancient martial art in which opponents are destroyed via striking their metal fracture points.

Cybernet Space Cube – A cube-like device with sliding panels consisting of monitors all around it. A Cybernet Space Cube is to Transformers what a television set is to humans. The Transformer version of a TV.

Dark Energon – The substance left over from the long-deactivated bodies of the minions of Unicron. Originating in the time of the 13 original Transformers, it has anaerobically decomposed to become Dark Energon. The substance is quite rare and has a highly corruptible nature to it. Able to mutate non-sentient mechanical devises including deceased Transformers into mindless zombie-like slaves.

Deployers – Small Transformers that co-exist with a larger being and are deployed for missions based on their specialties. Deployers are often used for spying and infiltration. Examples include Laserbeak and Ravage.

Diagnostic Drone – A type of autonomous drone, which generally assists Transformers in performing administrative or technical tasks. They have some measure of artificial intelligence and can hover or fly. Diagnostic Drones are explicitly depicted as sparkless. Several have been shown to have the ability to speak.

The Elite Guard – The Cybertron Elite Guard is the pinnacle of the Autobot military force, reserved for only the most distinguished graduates of the Autobot Academy. Its members are specialists, masters in their fields, though the unit is only called upon in the direst of situations. It reports directly to the Supreme Commander of the Autobots. The Elite Guard was believed to been wiped out during the middle of the Civil War on Cybertron. Each member of the Elite Guard wore the *Wings of Honor* Autobot insignia.

Energon Cube – Processed Energon that has been condensed into cube form for safe travel. Energon cubes are highly volatile if damaged.

Forestonite – A super energy source found on Earth primarily around Japan. Its nature remains largely unknown. What is known is that it can cause color changes in Transformers.

The Heart of Cybertron – A rare and incredibly potent power-source. This crystal can fuel a warship from one end of the galaxy to the other, or be installed within a Transformer, giving them near invincible strength and destructive abilities.

Holomatter – Holomatter is a solid light projection technology used to create projected facsimiles to pilot Transformers in their alt modes. Holomatter facsimiles are created using a *Holomatter Generator*. They can be detected by using a *Holomatter Reader*.

Ionic Fusion Drive – This is the engine that powers the Autobot ship known as the ARK.

The Key to Vector Sigma – An artifact that allows a Transformer to access the accumulated ancient knowledge of the super computer, *Vector Sigma*. The key itself also has the dangerous ability to reformat organic matter into *technomatter*.

Laser Core – The location inside the *Spark Chamber* that actually holds the *Spark* in place.

Mecannibals – Transformers that hunt and eat other Transformers. They have been typically portrayed as spider-like or crab-like with four legs. Mecannibals have been rumored to reconstitute their prey back into their component parts (or at least, PARTS of their prey), which they have been known to sell on the black market.

Metallikato – A form of martial arts with a heavy influence on spirituality, this discipline is believed to be the most obscurely practiced and potentially inaccessible of Cybertronian martial arts. Its teachings cull from a wide variety of other martial arts, such as Circuit-Su and Crystalocution, cumulatively emphasizing a variety of attack strategies, though bladed combat is its hallmark.

Nucleon – An incredibly powerful energy source capable of being used as fuel by Transformers and other robotic life forms. Though it can give great strength and power and has even revived the nonfunctional, it often has terrible side effects. One very common effect for Transformers is the loss of their transformation abilities, sometimes permanently.

Omega Sentinels (AKA Guardian Robots) – Massive robots that guard various strategically vital locations on Cybertron. They are often used as the last line of defense against Decepticons.

Optical Sensor – Essential components of mechanical beings serving a wide variety of functions including feeding information about the environment, other Transformers, and tactical data. Fancy way of saying eyes.

The Oracle – A large circular device, similar in appearance to a “Stargate”. Through this super computer, one can physically interact with the Matrix of Leadership, the AllSpark, and the essence of Primus. The Oracle also has the power to reformat Transformers at a time of it’s choosing depending on the inner balance of the Transformers spark.

The Pack – A secret black-ops intelligence unit, typically portrayed as Maximals, led by Lio Convoy (AKA Lio Prime).

The Pit (aka The Inferno) – A rough parallel to Hell. While the existence of its Heaven-analogue counterpart, the Matrix, is a proven fact, the Pit dwells firmly in the realm of the unproven myth. The myth could possibly be based on the location inside Unicron where Transformers bodies are melted down, though Transformers are often ignorant of the Unicron connection. Used as an exclamation of horror, as in, “By the Pit!”

Plasma Energy Chamber – A relic from Cybertron’s dark days, the Plasma Energy Chamber was created by the Quintessons deep within Cybertron as the furnace where they retrofitted Transformers bodies into vehicles compatible with other sentient life in the universe. The Quintessons did this for commerce purposes during the period when they had enslaved Cybertron. Plasma energy seeks out and overloads any mechanism that converts matter into energy, making it lethal to operate for Transformers.

Power Core Combiners – These Transformers have a genetic predisposition towards combining. When the technology was perfected (after Transformer technology was exposed to Earth science), Power Core Combiners were able to merge with drone units to become a larger robot. These larger robots have a much higher mental capacity than standard combiners.

Powerlinx – The process by which a mini-con combines with a regular Transformer to increase that Transformers power and abilities. This can happen willingly or by force. When by force, powerlinxing with a mini-con can cause them damage and drain their energy reserves.

Protoform – The endoskeleton of every Transformer, which hides their basic inner framework. It is upon this basic structure that Transformers can transcan and transform. When a Transformer comes online for the first time, it is in its protoform mode. Protoforms are kept in stasis pods for safe transport. *See Stasis Pods.*

Robot Mode – The human- or robot-like form that a Cybertronian takes when not in Alt-Mode.

Scraplets – A complicated form of alien parasite that lives solely to eat and reproduce. When brought in contact with mechanical life, Scraplets instantly and painfully embed themselves into the skin of said creature and begin to self-replicate. The living metal around a Scraplet corrodes quickly, decaying and cracking away as the embedded Scraplet feasts. This process is painful and inevitably fatal for the infected robot. In a matter of hours, a single Scraplet can reproduce enough to completely infest an average-sized Cybertronian to the point of physical breakdown. Scraplets are capable of transforming into vaguely humanoid robotic configurations, each capable of elementary speech and reasoning abilities.

The Seal of Primus – Once the mental and physical link between Primus and Unicron shattered during the early days of Cybertron, Primus – low on Energon – fell into a perpetual state of slumber. His slumber prevents Unicron from finding his location. *The Seal of Primus*, deep within Cybertron in the last physical location where Primus can be interfaced with directly, accomplishes this act of secrecy. The act of awakening is called the *Unbinding*.

Sector One Defense Force (AKA The Galactic Defense Force) – A group of Autobots, led by Star Saber (AKA Wing Saber), who travel throughout the galaxy in search of evil wherever it may roam. These Autobots are the knight/police force of the galaxy but do not operate on Cybertron. Their original goal during the Great War was to seek out Decepticon strongholds offworld and wipe them out. Once Cybertron fell and the High Council scattered, contact was lost with this team. Nothing is known of what happened or where they went, or if they are still out there somewhere.

Seekers – Refers to the Decepticon Air Command troopers who share the same body-type; that is, the Decepticons in Generation 1 that looked like Starscream but with minor variations in wing shapes, head forms, or colors. During Cybertron's golden age, Seekers formed a military branch of the government. Megatron recruited them into his army early in his effort, as they were a key part to his coup.

Sentinel – An extraordinarily effective automated defense system. The Sentinel System itself consists of an extremely powerful energy shield and can simultaneously activate every weapons system. The shield is susceptible to constant bombardment of heavy fire and Energon depletion.

Skaters – Transformers whose bipedal forms leave them with wheels as their feet. These Transformers are able to skate on their wheels while in robot mode. Some wheels can be retracted leaving the Transformer with feet to stand on.

Sonic Jammer – A device used to muffle alarm system noises.

Space Bridges – Space Bridges function as gigantic portals to distant parts of the universe. Whereas a relativistic, near-light ship would take thousands of years to cross a galaxy, ships using these ancient devices can travel along the *Transwarp* by-ways that a Space Bridge opens up, arriving in an infinitely fast manner. Constructed during the Golden Age, these bridges have begun to decay over time.

Spark – The Essence of every Transformer. Nearly indestructible, it is the basis of every Cybertronian's nature and being. When a Transformer dies, his or her Spark goes offline and leaves the being's form to travel back to the Well of AllSparks.

Spark Chamber – The Spark Chamber is found within a Transformers chest. It is the vessel/location where the *Spark* of the individual is kept safe within their body.

Spark Extractor – The devised used to safely remove a *Spark* from a Transformers *Spark Chamber*. The process can be accomplished even against the individuals will. When a spark extractor is activated near or comes in contact with a Transformer, the victims appears stunned or dazed, finding it difficult to resist the force of the extraction. Victims must usually be immobilized for the extractor to work properly.

Stasis Lock – A critical state of being for Transformers. Stasis lock is a sort of coma that allows a Transformer to stay alive, running at the lowest level of power, despite massive energy loss or traumatic damage. Stasis lock can come about in a few different ways: a shock of massive damage or a more gradual process from damage and energy depletion.

Stasis Nap – When a Transformer willing shuts down for a period of time. Transformers often enter into a dream-like state in this condition.

Stasis Pods – A device used to store living *protoforms* in *stasis lock* for safe travel. In normal use, an exploration ship will carry several *stasis pods*; when the time was right the stasis pods would scan for native life forms (both mechanical or biological) and reformat new Transformer life. Stasis pods can also be used to transport damaged Transformers over long distances.

The Swarm – A cloudlike black mass that seeks out and destroys life, literally "eating" mechanical (but not, organic) beings in a fairly horrific fashion. The Swarm is hollow and blindly hungry for the essence of Primus that it lacks, and so is drawn specifically to Transformers, though it will eat other forms of life in its attempts to complete itself.

Technomatter – A physiological state completely devoid of organic elements. Presumably, any purely mechanical device or being could be described as being made of technomatter.

Transformation Cog – The Transformation Cog is the system—unique to each Cybertronian—that pivots, twists, and hinges the Transformer's body from one form to another. It is not so much a device or artifact as a functionality of the core skeletal structure of a Cybertronian's form.

Transtector – A non-sentient transforming body controlled by a pilot. Could be human or Cybertronian pilot.

Transwarp – The space "between" space. *Space Bridges* and *Transwarp Drives* function through opening a pathway through Transwarp space.

Transwarp Cell – A device similar to a warp core in Star Trek that is used to power a starship through *transwarp*. Extremely experimental technology developed by Decepticons.

Transwarp Drive – A device similar to a Flux Capacitor that is used to propel a starship through *Transwarp Space*. Extremely experimental technology developed by Decepticons.

Triplechangers – Transformers with the ability to transform from a robot into two distinct alt modes. As an example, Blitzwing could transform from a robot, to a tank, to a plane.

The Unbinding – The process where the *Seal of Primus* is broken and Primus is awakened, signaling his location to Unicron and bringing about what could be the Apocalypse.

Vector Sigma – An ancient and powerful super computer, which holds the accumulated knowledge of the Transformers past, present, and possible futures. Vector Sigma is generally shaped like a faceted orb. Besides running the day-to-day functions of the planet Cybertron, it frequently acts out the will of Primus through its keeper Alpha Trion. Vector Sigma can only be accessed by the *Key to Vector Sigma*.

Well of AllSparks – A secret location buried deep within the planet Cybertron where a spark first comes online. It is also believed to be the place where the first spark ever came online. Once a spark goes offline, its essence returns to the Well of AllSparks. Possible location of where the AllSpark was once housed.

Wreckers – The Wreckers are a special task force generally composed of the best and the toughest die-hard fighters around. The Wreckers tend to be a close-knit combat unit that consider themselves the best of the best. They're often called in to fight when the odds of success are slim. They are also known for breaking the rules and operating outside normal Autobot codes of conduct. Because of this, they are both feared and worshiped by other Autobots.

The Zodiac – An orb like material that is reminiscent of the material used in creating the universe. It is believed to have the ability to bring Transformers back to life.